

2010 Girl's Softball League

Rules and Regulations

T-ball (4-6)

NOTE: ALL GAMES WILL BE PLAYED BY THESE RULES REGARDLESS OF GAME LOCATION

I. Fields:

1. Bases shall be a distance of 60 feet
2. Pitcher's mound shall be a distance of 35 feet from home plate
3. A 10 ft. semi-circle will be marked in front of home plate from third base foul line to the first base foul line

II. Equipment:

1. Batter, Base Runners, and Catchers will wear Approved Helmets (face mask are optional)
2. An adjustable batting tee shall be used
3. Regulation Babe Ruth 11" softball shall be used
4. All offensive players **MUST** keep their helmets on at all times when Outside the dugout, Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, after being called out, a warning will be issued to the coach and player.

III. Playing the Game: (All Babe Ruth rules will apply with the following exceptions)

1. All games shall be 1 hour or 6 innings. – NO official score shall be kept or recorded
2. ALL rostered players present for the game shall bat in order, whether playing defensively or not
3. NO bunting is allowed
4. Pitcher must have one foot in contact with the pitcher's rubber when the ball is hit
5. An inning is over when a maximum of 10 batters or all rostered players (if less) have batted or 3 outs are made whichever occurs first. Coaches inform the umpire of last batter, at which time the umpire will announce "Last Batter/2 outs" The last batter of the inning, once reaching base safely must continue to circle the bases until she is tagged out or touches home. either of which will end the inning.
6. When the ball is hit it must travel at least 10 feet which is the semi-circle drawn from foul line to foul line. If the batter hits part of the tee and part of the ball it is considered a fair ball if it goes past the 10' foul line. The batter will continue at bat until she hits the ball. There are no strike outs.
7. NO STEALING IS PERMITTED
8. **Play stops when an infielder makes and ATTEMPT to get the ball back to the pitcher and time is called by the umpire. Umpire's judgment is final in all conclusive decisions of play.**

IV. Fielding:

1. Ten players are on the field at any one time, including the catcher.
2. No more than 2 coaches may be stationed beyond the infielders in order to provide instruction to all defensive players. Must be at least 10 ft from infielders!

3. Infielders shall play no closer to the batter than an imaginary line from first (1st) base to third (3rd) base before the ball is hit, **NO RUNNING PLAYERS DOWN EXCEPT IN THE IMMEDIATE AREA THE BALL IS. (Ex: 1st base cannot run a player down at 3rd base.)**
4. ALL players must throw the ball, NOT ROLL and attempt to make a valid play on each Batter/Base Runner.
5. Outfielders will NOT run to the infield to make a play. They must throw the ball to an infielder, An infielder shall not run out to the outfield for the ball unless as a relay from the outfielder
6. Catchers will be in a designated box within a safe distance behind home plate, with the Umpire placing themselves between the batter and catcher. When batter hits the ball plate Umpire will remove the tee and bat, allowing the catcher to make a play.
7. When defensive players are in position and the batter in the box, (batters must stand in the batters box) the Umpire will start play by saying “play ball”
8. There is NO infield fly rule in tee-ball
9. A verbal TEAM warning will be given for the first incident of slinging the bat, anytime after the Umpire will call a dead ball, the batter is out and all base runners must return to the base previously occupied.
10. A pitcher can make a play at home plate at any time.

V. Managers and Coaches

1. Two adult (2) base coaches are allowed when their team is batting
2. Two adult (2) coaches are allowed in the outfield when their team is on defense
3. Coaches cannot touch players or ball while play is live.
4. One coach is permitted to help position batter while on offense.

VI. Players, substitutes and batting order

1. All players must be between 4 and 6 years of age on December 31st of previous year.
2. ALL players present at the start of the game will be in the batting Order, Late Arrivals shall be added of the bottom of the order with NO EXCEPTIONS
3. At the start of the game, if there are only eight (8) players the coach may pickup a player within the same age division, placing her in right field and batting last in the order, if the original player arrives, she must replace the pick up player immediately.
4. No player can sit out 2 consecutive innings defensively. Exceptions can be made when a player gets sick or hurt, it must be obvious a player fits into one of these categories, this rule cannot be used to skip the player’s turn at bat in order to allow a better batter to advance. The coach shall let the Umpire and opposing coach shall let the umpire know why a player cannot play (illness or injuries only). A player that becomes sick or injured and unable to play will be scratched from the line-up and no out recorded.
5. No player removed for injury or illness is permitted to re-enter the game

VII Coaches:

1. **COACHES WILL BE RESPOSIBLE FOR THE CONDUCT OF**

THEMSELVES, THEIR TEAM AND THEIR FANS. A VERBAL WARNING WILL BE GIVEN BY THE UMPIRE FOR ANY DISORDERLY CONDUCT; ANY FURTHER ALTERCATIONS WILL RESULT IN IMMEDIATE EJECTION AND/OR FORFEITURE OF THE GAME.

2. There will be no “ARGUING” with the umpires at anytime by Coaches, the penalty are automatic ejection form the playing area. Any league member in violation of this rule continuously will be brought before the board. Coaches are permitted to ask for time, and approach the Umpire in an orderly manner to ask a question or seek clarification of a rule call. If a Coach is ejected he/she will not be allowed to remain in view of the playing field.
3. Once the game is officially started **the Plate Umpire will have full Control.** Official protest must be presented to the league board in writing within 24 hours after completion of the protested game, **only rule violations can be protested, judgment calls such as strike zone, safe/out are not protestable.** Official protest must be accepted by the Plate umpire at the time of the infraction and PRIOR to the next pitched ball in order to be considered a legal protest.
4. Complaints about coaches by parents or about parents by coaches must be given to the board in writing. The complaint will be reviewed and the Board will make every effort to resolve the conflict.
5. **NO JEWELRY ALLOWED WITH THE EXCEPTION OF MEDICAL ALERT ID AND NEWLY PIERCED EARS (MUST BE COVERED WITH BAND-AID)**
6. **There will be no use of tobacco products inside the fenced area, nor will there be any alcoholic beverages permitted or allowed on park facilities or at practice sessions at any location.**
7. After the game, Coaches and players are responsible for cleaning the dugout.
8. Make up games and cancellations will be made up by the board members only. **Coaches are not allowed to postpone games between one another.**