

T-Ball

Base Length is 60 feet

Restraining Arc is 34 feet from the point of home plate.

Pitcher's Circle is 5 feet in diameter centered 36 1/2' from the tip of home plate.

Catcher's Circle is 10 feet in diameter centered on the tip of home plate.

Ball Size 11 inch.

Game time limit is 1 hour or five (5) innings long.

Games will end in a tie, **NO** extra innings will be played. If the game ends in a tie, each team will receive 1/2 win and 1/2 loss.

The pitcher is a fielding position only. The pitcher must stay within her 5' diameter circle until the ball is hit.

No defensive player may play closer to home than the 34' restraining line. Any defensive player who plays within 3 feet of the 34' restraining line must wear a batting helmet.

There will be 10 defensive players on the field.

One coach from the team that is batting will be responsible for adjusting the "tee" to the satisfaction of the hitter. The umpire will place the ball on the tee and call aloud "play ball". The coach is responsible for removing the tee and bat from the playing area after the ball has been hit fairly out of the catcher's circle.

The batter is allowed five swings. If the batter fails to hit a fair ball after five swings, she will be called out. It is not counted as a swing if the batter accidentally knocks the ball off of the tee while addressing the ball.

No bunting is allowed. Penalty: The batter is out.

Any ball hit fairly out of the catcher's circle is a live ball.

Runners may not advance if the ball does not travel outside the catcher's circle.

Base runners will be allowed to advance on over-throws at any base.

The catcher must stay behind home plate and to the opposite side of the batter until the ball is hit. The catcher may not interfere with the batter.

Catcher **must** wear her facemask.

When any fielder has control of the ball and the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop.

The infield fly rule is waived.

All ground rules will be discussed before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules.

One defensive coach may be positioned in the outfield for defensive instructions only. The coach may not touch the players or enter into the infield.