

2020 T-Ball FALL BALL Rules

Garden City Youth Athletic Association

1. EQUIPMENT

- a. Uniforms will be given to the players to wear at the games. **NO** shorts or jewelry are allowed for safety purposes.
- b. All batters, base runners and players on-deck, **MUST** wear protective headgear.
- c. Players supply their own gloves and soft spikes or gym shoes. If they want to bring their own bat, it **MUST** be tee ball approved and remain the responsibility of the player, not the association.

2. FIELD

- a. The base paths will be 45 feet in length.
- b. Pitchers mound will be 35 feet from the home plate.
- c. A semi-circle (foul line) of 5 feet in radius will be laid out in front of home plate.
- d. **The pitcher MUST throw the runner out. The pitcher CANNOT tag a base or a player for an out.**
- e. **The Home Team is responsible for setting up the field.** This consists of providing the bases and tee, and supplying the umpire.

3. LENGTH OF GAME

- a. Regulation games will be 4 innings or 1 ½ hours in length (all innings started must be completed in full) **Don't start another inning if 1 ½ hour limit is almost up.**
- b. Every player bats in each inning. Outs still count, but they are now unlimited until the whole line-up bats for that inning. If a player makes an out, they are counted as out and must go back to their bench. This continues until the team goes through the line-up. The inning is over once a team has batted through their line-up one time. The last batter can run the bases until he or she touches home plate without being tagged.
- c. Rainouts will be cancelled and rescheduled by the t-ball director **ONLY**. Players must show up to their scheduled game/field time and any cancellations will be done up to 30 minutes after start of the game. (6:30 Fri, 10:30 Sat)

4. OFFENSIVE RULES

- a. Three coaches may be used on offense. One coach to assist the batter and two coaches for coaching bases. Please assist your own team and not the opposing.
- b. All players are placed in the batting rotation and must bat in the proper sequence. It's **OPTIONAL** for the manager to give a batting order to the other team.
- c. If a batter cannot bat his turn, the batting order continues.
- d. After the coach adjusts and places the ball on the tee, the umpire will then call "Play Ball" before the batter is allowed to swing at the ball. **NO** batter may touch the ball.

- e. The ball must travel past the semi-circle for it to be a fair ball. No ball or strikes will be called. ****The game can be stopped for instructional purposes at anytime****
- f. If the batter throws the bat, he will be warned twice. After that, he will be called out.
- g. The following is **NOT** allowed: lead off, sliding, pinch hitting, infield fly rule or protest. A warning will be given on any of these.

5. DEFENSIVE RULES

- a. Two coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.
- b. The defensive team will field 10 players, with the tenth player being used as the fifth outfielder, NOT an infielder. The outfield **MUST** play on the edge of the grass, on the larger field they can take two steps in. Outfielders must throw ball into the infield. They are not allowed to tag bases for an out.
- c. **THE PITCHER MUST REMAIN ON THE RUBBER OR BEHIND THE PITCHER'S MOUND UNTIL THE BALL IS HIT.**
- d. If bases are loaded, there will be no play at home. An out cannot be made at home plate.
- e. No player can play the same position two times in a single game. Nor can they play two innings in a row in either the infield or outfield. This is so all players will receive fair and equal experience in field positioning.
- f. When the ball is hit to the outfield and a player makes the attempt to throw, as soon as the ball leaves his hand, all play must stop. (*Note: players are given extra bases up to the discretion of the manager/coach)
- g. The following is **NOT** allowed: base line interference, running on any overthrows, protests or double plays.

6. MANAGERS & COACHES

- a. You **MUST** always set a good example of **GOOD SPORTSMANSHIP** for players, spectators and umpire.
- b. Managers and coaches from each team will meet with the umpire prior to the beginning of the game to go over ground rules and cover any questions. **At no time, will anyone dispute the umpire's call. Remember they are also volunteers.** No PROTESTS.
- c. Injured players **MUST** be attended to immediately. Play must stop. An injury report **MUST** be filled out as soon after the injury as possible and turned over to the league director. It is a good idea to keep a "First-Aid Kit" handy as well as a couple of ice packs.
- d. Managers and coaches **must call** team members for all team functions.
- e. **Remember K.I.S.S. is the key word! (Keep It Short & Simple). Each manager should at this stage be MORE CONCERNED with the players learning how to play the game rather than who wins or loses. There are **NO** losers. WE ARE ALL WINNERS!! Always use lots of ENCOURAGEMENT and ENTHUSIASM! THANKS for helping ALL of our kids GROW!**