

THE GAME AND GENERAL RULES

- The objective of T-Ball is to develop fundamental skills (i.e., hitting, running, fielding, throwing, and catching) and general knowledge of the game of baseball. It is designed to get young children interested in the game of baseball by stressing and maintaining active participation of all players.
- If a rule is not found in this handbook, then **Baseball Canada Official Rules of Baseball**

Item	Non-Competitive	
	T-Ball	
Minimum Players to Play	No	
Base distances	45 feet	
Diamond Layout	Home team	
Ground Rules	Coaches at Homeplate 5:55pm	
Score	No	
Playoffs	No	
Umpires	No	
Innings	3 No new inning after 7:45pm*	
Offensive players in batting lineup	All - See Batting Lineup If one team has fewer players, makeup batters to be used (Last Batter must change every game, cannot be a makeup batter)	
Defensive players on the field	All	
Coaches on the field – Offensive	Coaches boxes (1st & 3rd)	
	Batting Coach	
Coaches on the field – Defensive	3	

Ball placed on tee by	Batting Coach	
Dead hit line	10'	
	Any batted ball that does not cross the dead hit line is treated as a foul ball	
Strikeouts	No	
Infield fly rule	No	
Bunting	No (Full Swing Only)	
Lead Offs	No	
Stealing	No	
Outs	No	
Base Running	Runners can advance 1 base on a live ball (must cross 10' dead ball line or at coaches discretion). Last batter must be announced to opposing team and when ball is live, all base runners including batter can advance home. Ball is thrown to home and not first base during this at bat.	

* Time limit only applies until the completion of the school year

BATTING LINEUP

The entire roster present will bat in each inning. The number of players on the team having the most players present will determine the number of batters. If team "A" has 11 players and team "B" has 10 players, 11 batters will bat. Team "B" will make up the shortage by using a make-up batter.

Make-up batters placed directly before the Last Batter will be used to equalize the number of at-bats. The order of make-up batters starts at the top of the batting order and proceeds through the batting order from one inning to the next, excluding the Last Batter. The Last Batter cannot be a make-up batter. For example: 2 make-up batters are required. In the 1st inning use your 1st and 2nd batters. In the 2nd inning use your 3rd and 4th batters, etc. If your make-up batter is on base, replace him/her with a pinch runner. This should be the Last Batter who has returned to the dugout and is not scheduled to bat again in that inning.

Batting lineups must be exchanged between teams before the game begins. Any player who arrives after the start of the game, may be added to the bottom of the lineup, directly before the last batter. The opposing team should be notified so they can make necessary adjustments (adding or removing) to make-up batters.

DEFENSIVE LINEUP

Each defensive team shall have the following players:

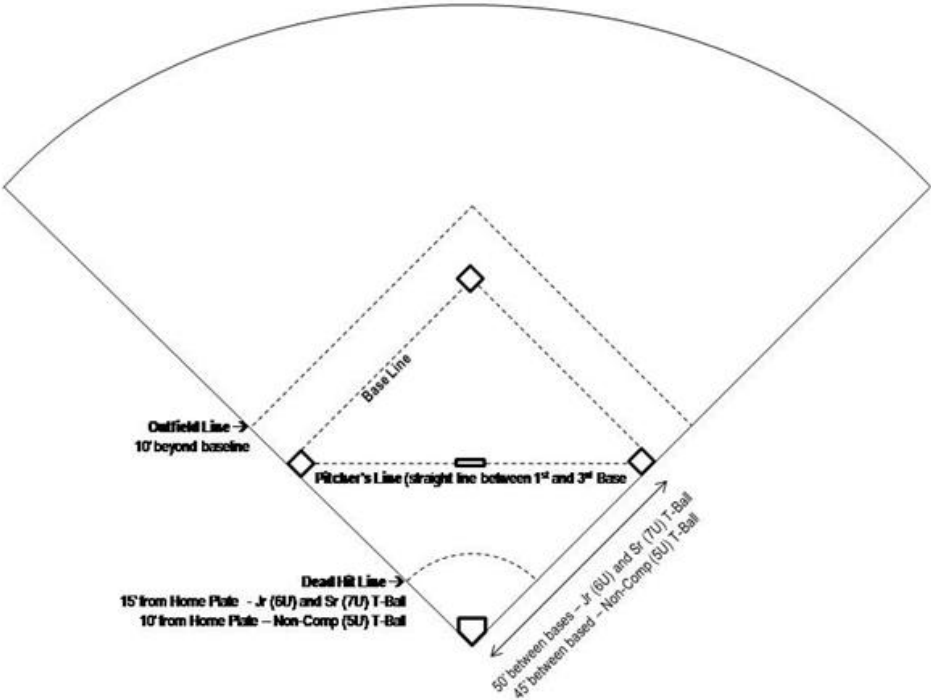
- a catcher, playing behind home plate far enough to avoid interfering with a batter's swing
- a pitcher, positioned along the pitcher's line (imaginary line running from first to third)
- four infielders, positioned on or behind the base line: first and second baseman must be on the right side of the infield; third baseman and shortstop must be on the left side of the infield
- up to five outfielders, positioned in fair territory, a minimum of 10 feet behind the baseline

Once a player assumes a defensive position at the start of an inning, he/she may not be assigned another position in the field that inning, except to replace a player removed due to injury or illness.

Players should be given the opportunity to experience all infield and outfield positions. No player may play outfield in consecutive innings.

The pitcher and catcher must wear an approved helmet. Catchers are encouraged to wear a face cage, and may choose to wear a chest protector and/or leg/shin guards.

T-BALL DIAMOND SET UP



DEFENSIVE POSITIONS

