

Land-O-Hills Baseball League
5 - 6 T-Ball Rules
2010 Season

4/17/10

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.*

*Because 5-6 T-Ball is instructional, the opportunity to play 1 or 2 games per week is offered. If the coaches and parents do not want to play all the games scheduled, the coach may cancel as many games as desired by informing the opposing coach within 1 week of the scheduled game. Other rules may be changed prior to the start of the game in order to keep the game fun and interesting for the kids as long as it is done by mutual consent of the coaches. Because participation is stressed over competitiveness, scores are **not** kept and cancelled games do **not** have to be called into the League Commissioner.*

General Rules

1. Players must not turn 7 before August 1 of the current season.
2. Each team must submit a roster before June 1. Players may be added to the roster until June 15 by calling the League Commissioner.
3. The home team will keep the official scorebook for both teams, if only for the purpose of keeping the batting order. Scores cannot be disputed as game scores are not reported to the league.
4. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
5. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
6. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed.
7. All players present at the game must play at least two innings in the field, with the following exceptions:
 - Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
 - Ejections for unsportsmanlike conduct - failure to comply can end the game.
8. A typical team will consist of ten (10) rostered players with four (4) outfielders. A team will also be allowed to play with any number of players upon agreement between the two coaches.
9. The home team coach will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue to be played when there is lightning in the area.

Field Preparation

2009 5-6

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down. Exception: Rubber throw down bases are allowed in T-ball.
3. Size of the diamond is 55 feet between all bases.
4. Place a ten (10) foot foul ball arc in front of home plate.

Game Rules

1. The Home Team will supply two new RIFF or other soft type baseballs for each game.
2. The Home team will provide the home plate umpire. The visiting team will provide one base umpire.
3. The **home team coach** will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates do not have to be rescheduled but the home team coach must take the initiative to communicate this to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice of any rescheduled game to insure availability.
4. Games should start promptly at 6:00 pm. Players arriving late should be put into the game at the start of the next half inning.
5. The visiting team gets the field from 5:45 to 6:00 for warm-ups.
6. Games shall consist of a maximum of 6 innings.
7. An inning can consist of 5 runs, 3 outs or a complete batting rotation; whichever the coaches agree upon. No new innings should start after 7:30 pm.
8. Play is stopped when an infielder in control of the ball while in the infield holds the ball up in the air and is acknowledged by an Umpire. Outfielders cannot call time out. The Base Runner gets the base they were going to if they were more than half way there. The Umpires decide when control is established and if the halfway point was reached. As soon as time out is called, the play is dead. The Home Plate Umpire can rule over the Base Umpire.
9. The tee is to be adjusted by the Home Plate Umpire or the batter only but is adjusted at the height the batter or coach is comfortable with.
10. Two time outs per team per game, except for injury.

Pitching

1. The pitcher must be on the mound when the ball is hit.
2. In the event a batter elects to be pitched too (see Batting rules below), a coach will pitch. The pitch can be made overhand or underhand. The pitching coach may use his glove for self-defense only.

Base Running

2009 5-6

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is thrown out of play, the runners shall be awarded the base to which they were headed plus one base.
 - Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
 - Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base,
3. No leading off. Runners can leave the base only after the ball is hit.
4. If first base is equipped with a safety base, the runner shall use the red (foul) side, the fielder will use the white side, to avoid collisions.

Batting

1. No designated hitter
2. All players present at the game must bat in common numerical order.
3. Batters must wear a batting helmet.
4. No bunting.
5. If the ball does not travel past the 10 feet arc from the tee, it is considered a foul ball.
6. The batter gets 3 swinging strikes at the tee or at a pitched ball. Three strikes or three foul balls of any combination is an out.
7. If a batter elects to be pitched too but the player cannot hit a pitched ball within 4 pitches, a Tee must be used. In this case, a batter gets 3 swinging strikes at the tee. Three strikes or three foul balls of any combination is an out.

Equipment

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, facemask, throat protector, shin guards, and chest protector.
3. A RIFF or other soft type baseball is required.