

GBL SR. T-BALL RULES

1. Diamond Layout

1.1 - Base lengths are **50 feet**.

1.2 - A 9" TVB baseball is used.

1.3 - A dead ball line is drawn with an arc radius **12 feet** from the back point of home plate.

1.4 - Lines are to be chalked down the 1st base and 3rd base lines.

1.5 - A pitcher's circle with a circumference of **9 feet** will be drawn with the circle center being **35 feet** from the back point of home plate.

2. League Rules

2.1 - Games shall consist of a maximum of 3 innings.

2.2 - League provided equipment (Tee, TVB Baseballs & Catchers Equipment) must be used for all league games played.

2.3 - Game Time: Pre-game practice time shall be from **6:00pm to 6:30pm**. Please use this time wisely as some players may only have this time to practice. The starting time for each game is **6:30pm**. No new inning shall start after **7:30pm**. Drop dead time is **8:00pm**. Please do not start your game without an umpire present unless the league has been notified.

2.4 - New Inning Start: An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.

All Games:

1. Not Enough Players

In the event that a team does not have enough players (7 or more), the game will still start at the scheduled time with the players who are present. Players showing up late will be added to the bottom of the order. A forfeit will be awarded to a team if the opposing team has less than 5 players after the 15 minute grace period has been awarded by the umpire and the team granted the forfeit has at least 9 players present. If neither team has 9 players a forfeit will not be awarded and the game will be played or rescheduled. It is recommended to play the game for the benefit of the kids. Lending players to the other team is always acceptable.

2. Game Time Limits

All regular season Sr. T-Ball games are controlled by our time limits. Games will be considered complete once a minimum of 45 minutes has passed. If a game is called due to weather, a minimum of 45 minutes of play time must be completed to constitute a full game. If a minimum of 45 minutes have not been played, the entire game will be rescheduled by the coordinator.

3. Responsibilities

It is the responsibility of the home team coaches to set up the field, including chalking, and supply one game ball to the umpire. Home team is always listed second. Ex. **#2 vs #1**, Team #1 is the home team and shall occupy the 3rd base line bench. Please arrive at least 15 minutes early to set up your field.

4. Not Permitted

Cell phones or electronic devices are not permitted on the playing field nor are animals of any kind.

5. Full Uniform

The league supplied shirt, hat and pants must be worn. The uniform shirt must be tucked into the players appropriate baseball pants. No shorts or jewelry are allowed. No metal spikes are allowed. Rubber cleats will be permitted but are not mandatory. Pelvic protection is not required but is recommended.

6. Protective Gear

The catcher must properly wear all supplied equipment. The batter, pitcher, and base runners must wear a proper helmet with the chinstrap properly fastened.

7. Pitcher Rule

The pitcher must stand in the pitcher's circle until the ball has been hit. Only 1 player can be in the pitcher's circle at a time.

8. Running

Runners must use the orange safety bag at 1st base when a play is being made at 1st base. No lead offs or stealing is permitted at any base. Runners may only advance once the ball is hit.

9. Sliding

Sliding headfirst is **NOT** allowed and will result in the runner being called out.

10. Safety On The Bases

To avoid a collision, coaches must encourage players to not stand on a base when a play is not being made.

11. Player Batting

All players bat each inning with each team bringing the same number of batters to the plate. Should one team have less players, then that team will continue with their batting order until the number of batters is the same as the other team. Please use season games to mix up the order and give all players an opportunity to hit in all spots of the order – Batting Order Rule 12.4 still must be followed. A batter who arrives late to a game will be added to the bottom of the batting order.

12. Player Rotation

12.1 All players will play each inning defensively with the extra players in the outfield. An equal amount of playing time must be given to every player at the pitcher and catcher positions throughout the season should they choose to play those positions. This allows all players to get a chance to play every position.

12.2 Should a player not play an inning defensively, they will not be allowed to play that inning, or the following inning offensively. Meaning, if a player voluntarily chooses not to play in the field with the remainder of the team, they will not be allowed to bat that inning, or if their turn to bat has already passed in that current inning, they will not be allowed to bat the following inning. Each player **MUST** contribute defensively and offensively to the game.

12.3 Unless a parent requests otherwise, players must be rotated so they play an equal number of innings infield and outfield whenever possible and every player should have an equal opportunity to play every position continuously during the season. A head coach, upon consultation with his/her assistants and the parent(s) of a player, may choose not to play a player in the infield for reasons of safety for that player. When the safety issue has been resolved, the player is again included in the regular rotation of field positions.

12.4 For the purposes of the batting order, each inning of a game shall begin with a different leadoff hitter. The lineup rotation throughout the game shall be as follows:

Inning #1 – FIRST batter in the order shall leadoff the inning.

Inning #2 – THIRD batter in the order shall leadoff the inning.

Inning #3 – FIFTH batter in the order shall leadoff the inning.

13. Coaching

a) Coaches at all times may communicate only positive instructions to the players on the field. Any communication deemed unacceptable by the executive board from coaches towards players, umpires, opposing teams or parents will be dealt with by the league appointed disciplinary committee.

b) For regular season games, all defensive coaches may take up positions in the field of play for instructional purposes. Offensive coaches may take up positions at 1st base, 3rd base and home plate in the field of play for instructional purposes. Playoff games (date determined by GBL Executive) will see no offensive/defensive coaches on the field of play and will only assume positions at 1st base and 3rd base off the field of play.

14. Player Resignation

Coaches must notify the coordinator if a player quits.

15. Submitting Scores

Submitting the final score is always the responsibility of the winning Team. *In the result of a tie, the home team will report the score. Reporting of scores must be done within 24 hours of the game or the result will be scored as a tie. If you have issues adding your score to the SportsEngine App please contact the executive board.

16. Rainouts/Weather Cancellations

The league will decide by 4:00pm on the day of the game whether games will be cancelled or not. If a game is cancelled, you will receive an alert and the game will be rescheduled at a later date should the schedule allow for it. After 4:00pm, if a game is not cancelled, the game falls into the hands of the umpire and will be decided at game time.

17. Thunder/Lightning Rule

When thunder or lightning is seen or heard in the area by an umpire, time will be called, and a 30-minute game delay will commence. If no other thunder/lightning is seen or heard in those 30 minutes, the game will resume. If a second round of thunder/lightning is seen during the 30-minute delay, the clock will restart. After a second delay, the umpire will make the decision to either wait out another 30-minute delay or cancel the game.

Sr. T-Ball Playing Rules

PR-1. Only the umpire will call Time and Outs. Outs can be made at any base. Making a throw to the proper base to get the out when appropriate is always encouraged. The coach must explain the reason for the out to the player before the player is dismissed from the field of play.

PR-2. The batter and all base runners may advance as many bases as possible until one of the following 2 plays has occurred:

a) Infield Play: If the ball is hit and stays on the infield, runners may only advance 1 base unless **Rule PR-6** is being applied to the at bat. Once a play has been attempted, the umpire will call time. No overthrow advances will be granted.

b) Outfield Play: If the ball is hit to the outfield, an outfielder must throw the ball toward the infield. Once the ball is thrown toward and reaches the infield, the umpire will call time and the runners will stop at the base they are running to provided they are halfway to the base. This will be decided by the umpire. No overthrow advances will be granted.

PR-3. The umpire must call **“Play Ball”** before the batter swings. When the ball is hit, if the ball is not in play, the umpire will call foul ball or dead ball. A dead ball occurs when:

a) A player hits the tee and the ball falls off or:

b) A ball is hit but does not cross the dead ball line and rolls dead. The umpire calls “dead ball” and the player hits again.

PR-4. When the ball is hit and there is an opportunity for a runner(s) to advance to home, the umpire behind the plate will remove the tee away from home plate. Rule #2 above still applies. **Plays at the plate must be a throw to the catcher without the fielder entering into the dead ball zone. If the rule is broken the runner will be called safe.**

PR-5. Fly Ball Ruling:

There will be no infield fly rule implemented. If however a fly ball is caught, the batter will be called out and any baserunners must return to their base before the ball reaches that base to be declared safe.

PR-6. Last Batter Status:

PR-6.1 - The offensive coach must notify the umpire so he/she may call “last batter.”

PR-6.2 - The batter and all base runners will advance all the way around the bases to home upon the hit.

PR-6.3 - When the last batter has hit a fair ball, the umpire will remove the tee away from home plate. A fielder, making a play with the ball, must throw the ball to the catcher without crossing the dead ball line, who then secures the ball and tags home plate, thus ending the inning with the remaining base runners called out. **If the fielder crosses the dead ball line, the runners will continue to advance and score until the throw is made correctly from outside of the dead ball zone.**

PR-6.4 - As a courtesy, the defensive team must stay on the field until the last batter reaches home plate.

PR-7. A batter will not be called out for throwing his bat, but will be instructed and encouraged by the coach to hold the bat properly by his own coach.

PR-8. For safety reasons and to avoid a collision, coaches must encourage players that on force plays, to make the play at the base and not to tag the player. If a tag is made, the runner will still be called out.

Playoff Rules - All of the above playing rules apply with the following exceptions.

P-1. All teams must field a minimum of 7 players by 6:15pm or they forfeit the game. The game will still be played however the team with not enough players will be marked as the losing team for that game.

P-2. Score keeping is a must for all playoff games. Each team must appoint a scorekeeper.

P-3. Lineup rotation for playoff games remains the same as regular season games.

P-4. Outs will be called, however, once 3 outs are reached, **the inning will continue and runs will continue to count.** Players called out will be removed from the playing field after the reason is explained to the player. Please give only positive feedback to the player at this time.

P-5. Player rotation for playoff games remains the same as regular season games. This alleviates placing the team's strongest players at the best positions and controlling the game.

P-6. If the last played inning is not complete when it is time to leave the field, the score after the last completed inning is the official score.

P-7. In the event of a tie score after the time limit has been exceeded, one additional inning may be played to attempt to break the tie score. The additional inning will be played with the 3 out rules in effect. Teams will start at the top of the order and once 3 outs have been obtained, the offense side will resign and the bottom of the inning will begin. If after the additional tie-breaking inning, the score is still tied, the team with the most official outs is awarded the win. (This only applies when using the elimination playoff format).

P-8. Sr. T-Ball playoffs will be made known to the coaches prior to the completion of the regular season.

P-9. For the Championship and Consolation games, played on Championship Day, these games will be played in full, weather permitting. The championship and consolation games are considered complete when either a minimum of 1 hour and 20 minutes of play OR 3 full innings have been completed. If the championship game has been called off due to weather, a minimum of 60 minutes of play time, or 2 full innings must be played for the game to be considered complete. Should 60 minutes, or 2 full innings not be completed, the game will be rescheduled for later that day, or a subsequent time, weather permitting.

P-10. In the event of a tie, once the time limit has been exceeded or all 3 innings have been completed in the Championship game, an additional inning(s) will be played with the 3-out rule in effect. Teams will start at the top of the order and once 3 outs have been obtained, the offense side will resign and the bottom of the inning will begin. Play continues (full innings) until the tie is broken.

P-11. Any and all other games played on Championship Day will follow the same time frame regulations as a regular season game but with a different start time.

P-12. The Board of Directors may amend these rules at any time.