

GBL JUNIOR T-BALL RULES

1. Diamond Layout

- 1.1 - Base lengths are **45 feet**.
- 1.2 - A 9", TVB baseball is used.
- 1.3 - A dead ball line is drawn with an arc radius of 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 pitchers circle with a circumference of **12 feet** will be drawn with the circle center being **30 feet** from the back point of home plate.

2. League Rules

- 2.1 - Games shall consist of a maximum of 3 innings.
- 2.2 - Game Time: The start of each game SHALL BE **6:00 pm for time slot #1 and 7:00 for time slot #2**. No new inning after 30 minutes of play.
- 2.3 - New Inning Start: An inning shall be deemed to have started immediately after the last batter 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 (5 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. If there are not enough players for a game, please use the time to practice with your players and contact the league at the end of the game to see if another game can be scheduled.

2. Game Time Limits

All regular season Jr. T-Ball games are controlled by our time limits. Games will be considered complete once a minimum of 30 minutes has passed. If a game is called due to weather, a minimum of 30 minutes of play time must be completed to constitute a full game. If a minimum of 30 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 2 game balls (one new and one used) to the umpire. Home team is listed on the right. 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 must be worn. No shorts or jewelry are allowed. No metal spikes are allowed. Rubber cleats will be permitted but are not mandatory.

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 defensive 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.

9. Sliding

Sliding headfirst is **NOT** allowed. If this occurs please use the opportunity to explain to the player that this is a dangerous way to slide and it is not permitted.

10. Score Keeping

Score-keeping is **NOT** allowed. FUN is a must.

11. Coaching

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.

12. Coaches In The Field Of Play

12.1 – The offensive team coach will always be the catcher for the duration of the game and will return the ball to the tee.

12.2 - The offensive coaches/parent volunteers may take up positions at the plate and each base for instructional purposes for the duration of the season.

12.3 - The defensive coaches/parent volunteers may take up positions in the field of play for instructional purposes for the duration of the season.

13. Player Involvement

All players will play each inning. All players will bat each inning. A player who arrives late will be added to the bottom of the batting order. Both teams will bat the same numbers of batters in each inning.

14. Player Rotation

Player's positions and batting lineups must be rotated so that all players have an equal opportunity to play every position continuously during the season in the field and throughout the lineup.

15. Player Resigning

Coaches must notify the coordinator if a player quits the team.

16. Rainouts/Weather Cancellations

The league will make a decision by 4:00pm on the day of the game to decide whether a game 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 it. After 4:00pm, if a game is not cancelled, please show up to the game and the coaches will decide at game time if the game will be cancelled.

Jr. T-Ball Playing Rules

1. The defensive players will take their positions in the field.
2. Runners must always use the orange safety bag at 1st base.
3. A baseball is placed on the tee and the first batter hits the ball and runs to 1st base. Any runners on base may advance to the next base only.
4. No outs shall be called during any Jr. T-Ball games.
5. Once the ball is fielded and a play is attempted, the fielder throws the ball back to the coach catching at home plate who puts the ball back on the tee.
6. The coach must call **“Play Ball”** before each batter swings. When the ball is hit, if the ball is not in play, the coach will either 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 coach calls “dead ball” and the player hits again.
7. Each batter shall have 4 attempts at hitting the ball into play. After 4 unsuccessful attempts the coach shall announce that the next hit will be a fair ball. (Everyone hits rule) The next attempt in which the ball has been hit in fair territory shall be considered a fair hit ball.

7. Base Running

7.1 - Each batter/base runner shall only be allowed to advance one base on each ball hit. The last batter will be the only time the batter and the players on base will be permitted to run all the way around the bases to home plate.

7.2 - 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.

5. Last Batter Status:

5.1 - The offensive coach must notify the defensive coach that he is bringing up his “last batter.”

5.2 - The batter and all base runners will advance all the way around the bases to home upon a fair ball hit.

5.3 - When the last batter has hit a fair ball, the coach will remove the tee away from home plate. A fielder, making a play with the ball, must throw the ball overhand to the catcher, and only the catcher, who then secures the ball and tags home plate, thus ending the inning.

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

6. 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.

7. 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.

8. The Board of Directors may amend these rules at any time.