

# NORTH TORONTO BASEBALL ASSOCIATION

## **T-Ball: Game, General & NT Specific Rules**

T-Ball is a game of baseball between two teams of up to 14 players under the direction of a manager and coaches played in agreement with the Official Playing Rules as modified by NT (see bold, underlined, italics) under the authority of an umpire on a recommended T-Ball field.

It is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players, with mandatory alternation of players at a game, with the offensive team utilizing the entire roster as batters to score as many runs as possible and the defensive team using 7 infielders, the balance of players as outfielders to make as many outs as possible in accordance with the rules.

The objective of NTBA T-Ball is to promote and develop fundamental baseball skills (throwing, catching, running and hitting), and a general knowledge of the game of baseball with particular emphasis on respect, sportsmanship and fun.

### **Offensive Team**

Batting: The entire roster present (late arrivals being added to the end of the batting order) will bat in each inning. The number of players on the team having the most players present will determine the number of batters, the team with fewer repeat-batting the top of the order in each inning to balance, then commencing the next inning with the next batter in the order.

Hitting: Each batter is allowed six swings in order to hit a fair ball that reaches, or is deemed by the umpire to be hit well enough to reach, an imaginary line extending between 1<sup>st</sup> and 3<sup>rd</sup> base (the Pitcher's Line); the batter Strike's Out if unable.

Dead Hit: A ball hit in fair territory that does not reach the Pitcher's Line.

Thrown Bat: When the batter releases or throws the bat in such a manner, in the opinion of the umpire, that could cause either the catcher or the umpire to be hit. Penalty; 1<sup>st</sup> occurrence – warning; 2<sup>nd</sup> occurrence the batter is out. However, play continues and the ball is live until time is called, all outs and legal advancements will stand. After time is called, the umpire will call "Batter Out – Thrown Bat".

### **Defensive Team**

All players field in any inning, all fielders in fair territory, the infielders behind the Pitcher's Line. Alternate infield/outfield players each inning; no one to play 2 consecutive innings in the outfield.

Two defensive coaches are allowed in the outfield, as well as 1<sup>st</sup> and 3<sup>rd</sup> base coaches; they are positioned to verbally encourage, direct players and keep players alert to the game. Coaches may not interfere with the ball and may not physically assist a defensive player in making a play while the ball is in play.

Defensive Alignment:

- Catcher, playing behind home plate or off to the side far enough away to avoid being hit by a thrown bat; helmet/mask, chest protector and shin guards to be worn at all times
- Pitcher, positioned on the Pitcher's Line between home plate and 2<sup>nd</sup> base
- 1<sup>st</sup> baseman
- Between 1<sup>st</sup> & 2<sup>nd</sup> base shortstop
- 2<sup>nd</sup> baseman
- Between 2<sup>nd</sup> & 3<sup>rd</sup> base shortstop
- 3<sup>rd</sup> baseman
- **Up to 7 outfielders in fair territory**

Outs:

- Failure to hit ball in fair territory to the Pitcher's Line in six swings
- Caught fly-ball
- Force-out at any base; pitcher is not allowed to tag a runner and must throw ball to any base or home plate. All other defensive players can make force-outs or tag-outs at any base/home plate.
- Base runner tagged or struck by fair territory hit ball
- 2<sup>nd</sup> occurrence thrown bat
- Running off the baseline to avoid a tag

Last Batter:

The last batter, as well as any base runners not having yet reached home plate, is declared out when the catcher or pitcher receives the ball and touches home plate. No other player can force-out the last batter.

**General**

Diamond lay-out: The home team is responsible for setting home plate and the bases, **at 45 feet** and collecting them at game end.

Length of skills/games: Fifteen to thirty minutes skills, plus a 5 inning game, not to exceed a total of 2 hours. Darkness prevails for evening sessions.

Player uniform: Running shoes or shoes with molded rubber cleats (no metal) allowed. Plastic cup-type athletic support should be worn.

Batting helmets: Must be worn by batter, base runners and on-deck batter.

“Lead – Offs”: Not allowed. Base runner must wait until ball is hit. “Base Stealing” not allowed.

Bunting: Not allowed.

Batting Orders: Must be followed in each inning

“Fielder’s Choice”: A “fielder’s choice” is when any defensive player has control of the ball in the infield area and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners, time will be called, and the base runners, in the judgment of the umpire, will be held on the base they last occupied or the unoccupied base they were approaching when time was called. A player raising his/her hand with the ball therein above his/her head **will not** automatically attain a call of time by the umpire.

Scorekeeping: Score books are provided. However, all “fun games” could easily end in a tie.

NT T-Ball Coaches: We recommend that you visit [www.baseballontario.com](http://www.baseballontario.com) , click on “Constitution”, go to pages 53 through 59 to review “The Approved Rules of T-Ball”.

Have a wonderful, fun and exciting season.