

2015 PSAA T-ball rules & Regulations

Please note that this event will not have playoffs.

A. COMMITMENT

1. Teams must remain on site for the entire duration of the event.
2. Each team will commit to bring an Umpire for the whole day (other than the coach)
3. Each team will be responsible of supervising their students.
4. Each team will commit to leave their area in the park clean prior to departure.
5. Each Coach is asked to bring his/her own First Aid Kit.

B. EQUIPMENT

4" DOM Safe ball  [DI-8] 2.1 oz, 4" dia, polyurethane ball in High Optic Yellow.

If higher winds become an issue, may wish to use tennis ball as alternative.

28" Dom Super Safe Invicibat. 
[DI-28] 19oz, 28" long, fiberglass rod reinforced sponge and tough skin bat.

NOTE: Due to the type of equipment being mandated, the use of Helmets or Gloves are not mandatory.

Use of height adjustable T-ball stands.

Safety base at first base

B. RULES OF PLAY

Timing:

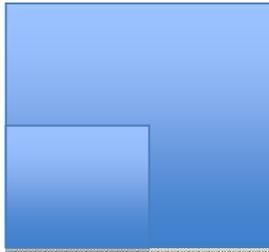
1. Each game will consist of 3 innings for 30 minutes; 4 innings for 40 minutes. [Looking at 5 minutes per half inning – equals 30 seconds per batter.]
2. Games will all start/finish at the same time by the sound of a horn.

Scoring:

1. To score a point, runners must pass a line drawn by home plate. (Runner will not be able to touch home plate because of the tee standing there.)

Field Set Up:

1. Length of base path is 40 feet.
2. Line drawn between first and third base.



3. Safety base at first base – the white base taking the usual fair territory location, the orange base [additional base at first] is located in foul territory.
4. There will be a commitment line halfway between each base. (Creating force plays at all bases.)

Fielding rules:

1. Teams may field up to 10 defensive players per inning.
2. All defensive players must stand behind a line drawn between first and third base.
3. As soon as an infield player touches a base while in possession of the ball, all runners will not be able to advance beyond the base he/she was running toward, and if the play is made on a base to which the runner is attempting to attain that runner will be called out on a force

play [Tagging a runner will not be required].

4. “Out of play ball” - Balls blocked or thrown out of play will result in the umpire awarding one base to each runner [our rule]. Balls that remain in play the defensive team should get the ball and step on the closest base to stop the play as mentioned in 3.

- Batting rules:

1. We will allow 10 batters per half inning. (All defensive players in that inning will bat) Note: We are not playing 3 outs per half inning, rather bat all 10 players.
2. Teams that have more than 10 players on the roster will only play 10 defensive players per half inning. The players scheduled to play defensively that inning are the players that will bat that inning. This will mean that making changes in the batting line-up can only occur when defensive changes take place. [i.e. Team batting first – all the players that batted will need to play defensively in the bottom of the inning. The team batting second – all players that were in the field defending will have to bat. Team batting first is up again – players that will be playing defensively will be inserted into the batting order– new 1B, SS, LF and RF. Keeping the order of the batting order is not necessary since all 10 players will be batting, and players will be able to be put back into the line up.

[sample: team members – Frank, John, Carl, Tom, Sandy, Gus, Jim, Aaron, Derek, Tim, Devin, Don, Dave – total of 13 players – sub 3 players per inning]

Batting order and players playing defensively:

Inning one	inning two	inning three
Frank	Frank	Don
John	Jim	Carl
Tom	Tom	Tom
Gus	Gus	Aaron
Derek	Derek	Derek
Tim	Tim	Tim
Don	Devin	Don
Dave	Dave	John
Aaron	Sandy	Sandy
Carl	Carl	Jim
Out		
Devin	Don	Frank
Jim	John	Dave
Sandy	Aaron	Gus

3. If player strikes 3 consecutive times, and does not get the ball into play, that

player will be called “out”.

4. Batters are to stop their swing and then drop their bat. If the bat is thrown or just released during the swing, an “out” will be called. (Umpire decision).
5. Bunting the ball is not allowed. A bunt ball will be called “strike”.
If a batted ball does not pass the line drawn between first and third base, a “strike” will be the call.

- Running rules:

1. Runners may leave base only after the ball has been struck. There is no anticipation step. If runner comes off base prior to the ball being struck, the runner or runners will be called out.
2. Runners will be sliding, so they should adjust their speed so that they can stop at second or third base.

- Substitutions:

1. Team may only substitute fielding players between innings (except in case of injury)

NOTE: Teams are encouraged to make plays to a base using our force out rule rather than attempting to tag runners. The aim is to have players share the ball by throwing to the appropriate base to register an out if possible, and to avoid someone getting tagged too forcefully or in a more sensitive area

* Rules will be reviewed on a yearly basis for the purpose of improving the game and the overall quality of the event.