



MISSISSAUGA MAJORS

JUNIOR T-BALL OFFICIAL PLAYING RULES

2009

1.0 THE GAME

Jr T-Ball is a game of baseball between two teams of eleven (11) players per team, although a game may be played with a minimum of six (6) players. The game is played under the direction of a manager and coaches and played under the authority of an umpire(s) on a recommended T-Ball field.

Junior T-Ball is the first level of instructional baseball. It is designed to get young people interested in the game of baseball by stressing and maintaining active participation by all players. There is a mandatory infield/outfield player rotation that ensures all players at a game get an equal chance at playing both infield and outfield positions (Rule 6.2).(No player may play the same position twice in the game.)

Each player on the offensive team shall bat once per inning regardless of the number of outs. The defensive team will field all players to make as many outs as possible in accordance with the rules.

2.0 PLAYERS & COACHES

2.1 All players must be 4 or 5 years of age (born in 2004 and 2005).

2.2 All coaches must be declared before the game starts. A maximum of one (1) defensive coach is allowed on the playing field during the game. All other parents must be off the field.

3.0 CONDUCT ON THE PLAYING FIELD

- 3.0 The actions of players, managers, coaches, umpires and league officials must be above reproach.
- 3.1 Players or coaches while participating in a scheduled game are not permitted to deliberately harass or direct discourteous remarks at the officials or any member of the opposing team.
- 3.2 Managers, coaches or players engaged or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in T-Ball, shall receive a single warning from the umpire. If the offences continue, the offender(s) will be removed from the game.
- 3.3 Anyone removed from the game must leave the playing field and the spectator area. Failure to do so could result in a forfeiture of the game
- 3.4 Coaches must also control the conduct of the parents and spectators. The umpire can and will suspend games for unruly behavior.
- 3.5 Coaches are not permitted to smoke on the playing field or in the dugout area before or during the game.

4.0 EQUIPMENT

4.1 Player Uniforms

Uniforms shall consist of a team jersey, cap, pants and must be worn by all players while participating in a game. Sweaters shall be individually numbered. Players will not be eligible to play in a game if they are not dressed in a proper uniform.

4.2 Coaches Uniforms

Coaches must, at a minimum, wear a cap and jersey.

4.3 Gloves

4.3.1 The catcher may wear any type of baseball glove.

4.3.2 The first baseman shall be permitted to wear a trapper or fielder's glove.

4.3.3 All other members of the fielding team must wear fielder's gloves.

4.4 Helmets

Every player must wear a protective helmet with full earflaps, while on-deck, at bat or running the bases. The defensive players occupying the pitcher's position must also wear a helmet with a face guard.

4.5 Footwear

Shoes with metal cleats are prohibited. Shoes with molded rubber cleats may be used.

4.6 Catcher's Equipment

Shall consist of a chest protector, shinguards, face mask and helmet, which must be worn during practices, game warm-ups and regular games. A metal, fiber or plastic cup-type athletic support or Jill strap as appropriate is highly recommended.

4.7 The Ball

A polysoft ball provided by the Association shall be used for each game to prevent injury.

4.8 The Bat

Only those bats provided by the Association shall be used during the game.

4.9 The Batting Tee

Shall be a stand that will be placed on home plate for the purpose of holding the ball for players to swing at. It should be portable and adjustable in height. Each team may use it's own tee when at bat.

4.10 The playing Field

4.10.1 The distance between all bases shall be 45 ft.

4.10.2 The pitching distance is the line between first and third.

4.10.3 Batter's boxes shall be 3 ft. wide and 6 ft. long. The inside line shall be parallel to and 4 in. away from the side of home plate. It shall extend 3 ft in front of and 3 ft behind the center of home plate.

4.11 ONLY EQUIPMENT SUPPLIED BY MISSISSAUGA MAJORS BASEBALL TO BE USED (EXCEPT THE PLAYER'S GLOVE AND BATTING HELMET)

5.0 DEFINITIONS

- 5.1 **Playing Line** – is a line running directly from first base to third base, which is a guide for the umpire to determine the player's positions.
- 5.2 **Fair Hit Ball** - is a legally batted ball that in the umpire's opinion will or could cross the playing line in fair territory, even if it is fielded before crossing the line. If after a few hits the umpire does not feel the player can hit that far, then he may state – NEXT HIT FAIR.
- 5.3 **Dead Hit Ball** - is a legally batted ball that in the opinion of the umpire will not or could not have firmly crossed the playing line, even if fielded in front of the playing line. This excludes a ball put into play by an illegal swing. If the ball is caught in flight by the defensive team, the batter is out and the ball is in play until time is called.
- 5.4 **A Strike** -
- 5.4.1 the ball is swung at by the batter and is completely missed.
 - 5.4.2 the ball is dead hit or fouled.
 - 5.4.3 there are no strike outs.
- 5.5 **A Fielder's Choice**
- When any defensive infield player has control of the ball in the infield area and in the judgement 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 judgement of the umpires, will be held on base they last occupied or the unoccupied base they were approaching when time was called. An infield player raising his hand with the ball therein above his head will automatically attain a call of " time " by the Umpire. Outfield players will not receive a call of " time " when the ball is raised above the head. (BALL TO BE THROWN IN.)
- 5.6 **Infield Area** - is the area, in the judgement of the plate umpire, in which the defensive infielders would normally play in performance of their duties. It also includes the adjacent foul territories, which are encompassed by the playing line being extended to the playing field boundaries.
- 5.7 **Lead-off** - is when a base runner takes a lead-off from the base he is on before a batter has hit the ball from the tee. When any runner has taken a lead-off, the base umpire shall indicate same by raising his right hand. Play is permitted to continue and all runners are in jeopardy. At the end of the play when time is called, any outs will stand and all other runners will return to their original bases and the batter, if not put out will return to bat with the same count. In the event that lead-off occurs on the last batter, play will continue and all legal runs are allowed to score except player(s) who lead-off.
- 5.8 **Batter's Box** – Is an area on each side of home plate, within which the batter shall have both his feet during his time at bat.
- 5.9 **An Appeal** - must be made before " Play " is called for the next batter; in the case of the last batter, it must be made before the last defensive player is off the field.
- 5.10 **Thrown Bat** - batter will receive a warning. When the bat is thrown" time " shall be called by the umpire and no runners may advance. Second warning to same player is an automatic out.

- 5.11 Encroachment Line** - circle from foul line to foul line measured from the back of home plate as determined by the umpire. (See 7.6)

6.0 GENERAL RULES

- 6.1** In T-Ball there shall be no pitching to the batter, therefore there will be no base-on-balls awarded; there is no bunting and the infield fly rule does not apply.
- 6.2** All players must not be led to believe that an infield position is the only desirable playing area or that an outfield position is a less desirable area or that the outfield position is a penalty for error or due to lesser skill. To this end the following player rotation guidelines must be followed.
- 6.3** During the game, no one player shall consistently play the outfield until all players have played an outfield position an equal number of times. (See 1.0)
- 6.4** If a defensive player is injured, that player may be removed from the game. When the injured player is well enough to resume play they may be inserted back onto the playing field or take their proper place in the batting order.
- 6.5** Coaches must make every effort to distribute the infield and outfield positioning as fairly as possible among the players over the course of the season.
- 6.6 Each defensive team shall have:**
- 6.6.1** A catcher: who shall play a position normally taken by the catcher behind home plate, far enough back so he does not interfere with the batter while batting.
- 6.6.2** A pitcher: who shall play in the infield and must assume a set position with both feet on the pitcher's rubber until the ball is hit.
- 6.6.3** A 1st baseman, a 2nd baseman, a 3rd baseman and a short stop: who shall play in positions regularly played by these infielders and they shall not cross the playing line until the ball is hit. All remaining players shall play the outfield.
- 6.6.4** A maximum of one (1) defensive coach on the playing field.
- 6.7 Coaches and managers shall:**
- 6.7.1** remain within the dugout or within the coaches areas at 1st and 3rd base at all times.
- 6.7.2** not physically assist any runner while the ball is in play.
- 6.7.3** talk to members of his team only.
- 6.8** Please notify your convenor when a player(s) are being benched for discipline reasons.
- 6.9** Only equipment supplied by MISSISSAUGA MAJORS BASEBALL will be used.

7.0 PLAYING RULES

- 7.1 All games to begin at 6:30 P.M. and finish at 8:00 P.M.
- 7.2 Batting line-up. All players bat once. Indicate to umpire "LAST BATTER" each inning. No changes are allowed once game starts.
- 7.3 Helmets and chinstraps must be worn and fastened by all batters. All runners must also wear fastened helmets.
- 7.4 To begin the game, the designated plate umpire shall instruct the home team to take their positions in the field, place the tee of the batting team on home plate and call "PLAY" for the first batter of the offensive team.
- 7.5 The Batter becomes a base runner when –
- 7.5.1 he hits the ball hard enough to cross the playing line in fair territory.
 - 7.5.2 in the case of catcher interference on the batter while he is attempting to hit the ball, the ball is dead, no runners may advance and the batter is allowed to continue his turn at bat with the same count.
 - 7.5.3 in the event that the batter in spite of the catcher interference, hits the ball fairly and reaches a base safely, the ball is alive and the catcher interference is disregarded.
- 7.6 A Batter is out when - his fair hit, dead hit, foul fly or fly ball put into play is caught by a member of the defensive team.
- 7.7 **A Base Runner is out –**
- 7.7.1 on a force play.
 - 7.7.2 when he is tagged.
 - 7.7.3 hit by a batted ball.
 - 7.7.4 when running off the basepath to avoid a tag.
- 7.8 **Overthrows**
- Base runners may advance when a ball is overthrown to any base until such time as a defensive player has control of the ball in the infield area and there is no attempt to make a play. In the event the overthrown ball leaves the playing field; the base runners shall be permitted to advance to the base they were approaching when the ball was thrown. Runners with last batter status are allowed to continue to score.

7.9 The Offensive Team's turn at bat ends when –

7.9.1 when the catcher (only) touches home plate with the last batter's fair hit ball in his possession (the catcher's hand does not need to be up). The ball must be thrown over the playing line at least once on its way to the catcher, unless the fair hit ball was fielded in front of the playing line. The pitcher only, is allowed to assist the catcher in the home plate area.

***PENALTY** - In the event a defensive player other than the pitcher, in the judgement of the Umpire, crosses the encroachment line, the Umpire will call the inning over and allow all legal runs to score.*

7.9.2 a base runner with last batter status is hit by a fair hit ball on or off his base before the ball is touched by an infielder or has passed an infielder, excluding the pitcher, the ball is dead and no runs may score. Play shall resume with the same strike count on the last batter.

7.9.3 the last batter's fly ball is legally caught and there are no base runners.

7.10 Last Batter Status

7.10.1 The offensive coach must advise the umpire of the last batter, who in turn will advise the defensive coach. If the offensive coach fails to inform the umpire of the last batter time shall be called no runs shall score and the last batter shall continue his turn at bat with the same strike count. All base runners shall return to the bases previously occupied prior to time being called.

7.10.2 Any player on the offensive team who are base runners when the last batter is at bat are regarded in the same manner as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.

7.10.3 In the event the ball leaves the playing area while being thrown to the catcher, the ball is ruled dead and all runs will score.

7.11 If the ball goes under or gets caught in the backstop fence and in so doing interferes with the fielder's chances of fielding the ball, all base runners will be allowed to score but not the batter.

7.12 In the event that the last batter of the offensive team is out on a fly ball, the players who are base runners shall be permitted to score, provided they are on the base when the ball is caught or they re-touch it after the ball is caught before touching the next base. These runners have to score prior to the ball being returned to home plate.

7.13.1 In the event that the last batter of the offensive team or any base runner with last batter status is obstructed in any manner by any defensive player while running the bases, it shall be the discretion of the umpire as to how far he would have advanced had there been no obstruction.

7.14 A run does not count when a runner with last batter status:

7.14.1 reaches home plate after the plate has been legally touched by the catcher,

7.14.2 has led-off and reaches home plate safely,

7.14.3 has not tagged up and reaches home plate safely.

7.15 In the event that the fielder's throw to home plate on the last batter leaves the playing field, all legal base runners shall be allowed to score.

7.16 Curfew – game ends at 8:00 p.m.

8.0 UMPIRES

- 8.1** The decisions of the umpires shall be final; however, the managers of each team shall be entitled to ask for permission to approach the umpires for an interpretation of the rules. No umpire shall over-rule any other unless invited into consultation.
- 8.2** The umpires are the only ones that can call " TIME " .
- 8.3** To resume play after time has been called, the plate umpire will call for the next batter, and after the next batter has stepped into the batter's box, the umpire will place the ball on the tee and call " PLAY ". The batter is then allowed to hit.
- 8.4** In the interest of safety, the plate umpire must remove the tee from home plate to prevent any interference with a play at home plate. Failure to do so will be no cause for the umpire to change the result of the play.
- 8.5** The plate umpire must call out all strikes, dead hit and foul balls as quickly as possible.
- 8.6** Base Umpires shall:
- a) judge the position of the runners when the ball is thrown out of the playing area.
 - b) watch for and indicate lead-offs and inform the plate umpire which runner(s) led-off if they have last batter status.
 - c) watch for and inform the plate umpire of runners that do not re-touch when the last batter's fly ball is caught.
 - d) hold up runners when time has been called.
- 8.7** All umpires must make sure the fielders are all behind the playing line and the pitcher is in his proper position before play is called for the next batter.
- 8.8** It is the duty of the plate umpire, after he has been notified, to call out " LAST BATTER " .
- 8.9** The plate umpire may terminate a game before its completion for reasons of darkness, bad weather or dangerous field conditions, etc..
- 8.10** The umpires shall have the authority to rule on any situation not covered specifically in the Official Playing Rules.