

# MCGSA Local Playing Rules for T-Ball

## Revised & Updated March 1, 2006

(NOTE: Although the ASA Official Rules of Softball make no provisions for this age group, MCGSA will apply the basic game rules as defined by ASA for 10U fast pitch division play to tee-ball.)

### A. Playing Field (No Scoreboard)

1. Bases are forty-five (45) feet apart.
2. Safety base is used at first base.
3. Pitchers plate is thirty (30) feet from back of home plate.
4. Pitcher's circle is an eight (8) foot radius from the back of the rubber.
5. INFIELD FOUL LINE: A ten (10) foot arc from the back edge of home plate that demarcates infield from foul territory.
6. HALFWAY LINE: Lines drawn twenty-three (23) feet from back of preceding base.

### B. Game Duration

1. Four complete innings or one hour and fifteen (15) minutes.
2. An inning will be three (3) outs or five (5) runs.
3. The next inning will start the moment the third out is made, or the moment the fifth run has scored.
4. In the event of a tie, no inning will start after one hour and fifteen (15) minutes.
5. Games shortened by weather conditions will be complete games after three (3) innings or two and one-half (2 1/2) innings if the home team is ahead. Incomplete games will be replayed completely at a later date.
6. The home team is the official scorekeeper (see Rule H. 7. regarding protests).

### C. Players

1. Each team will field a minimum of seven (7) players. In the event there are not seven players, the game will be rescheduled or forfeited at the league director's discretion.
2. There will be no more than seven (7) infield players including the catcher: all others are to be positioned beyond the outfield line.
3. No more than four (4) players will be on either half of the field as defined by a line between home and second base.
4. No player will be positioned closer than the halfway lines between first and third.
5. The catcher will be in foul territory behind home plate. If there are only seven (7) players, the game may be played without a catcher.
6. THE PITCHER: When a batter is hitting from the tee, both feet must be inside the pitcher's circle.
7. Each player must play at least two (2) innings in the infield.

D. Batting

1. The batting order will consist of the entire roster of players present.
2. A late player will be placed at the end of the batting order.
3. If the batter swings and hits just the tee, it will be called a strike. If the ball fails to travel past the infield foul line, (ten (10) foot arc in front of the home plate), it will be called a foul.
4. All players will hit from the tee.
5. If any batter slings or throws the bat, the umpire will warn both teams after play has stopped. The second time a batter slings or throws a bat, the batter will be called out and all base runners must return.
6. Batters and base runners must wear helmets with chin straps.

E. Coaching

1. Each team may provide a first and third base coach.
2. Defensive coaches may be placed in foul territory beyond the outfield line.
3. Any base runner touched by a coach while the ball is in play will be declared out.
4. The coaches will be allowed one time per bat to position the batter at the tee. Do not open or close stance. Having a batter move up or back in the batters box is okay. Abuse of this rule will result in an out.
5. Managers will be allowed one (1) defense time out per inning. (Injury not included.)
6. Judgment calls by the umpires are not to be questioned.
7. Rule discussions will occur after play has stopped. Discussions will be attended by the opposing managers and umpire. If the question cannot be resolved quickly, a manager may protest the game. He must let the umpire know before the next pitch or before the ball is hit from the tee.
8. The coach shall make every reasonable effort to immediately remove the batting tee and bat from home plate on every play. The runner from third base will be called out if the coach or the tee obstructs home plate.

F. Base running/stop the play

1. The safety base on the outside of first base foul line is for the use of the runner running from home after hitting the ball only. Once the batter/runner has reached first base, she must then use the base inside the first base foul line.
2. The defensive team may never use the safety base for a put out.
3. A base runner will be declared out if she leaves the base before the batter makes contact with the ball. This is a dead-ball infraction.
4. Play is stopped when the ball is in control in the infield. The defensive player should hold the ball up in the air.
5. The ball cannot be put back into play once the umpire stops play.

6. POP FLY RULE: After a pop fly is caught the play is alive until the runners return safely to the base they were occupying before the ball was hit. There will be no tag-ups on fly balls for advancement.
7. OVERTHROW RULE: Any overthrow to first base (foul territory or the infield grass) will be considered a dead ball. No runner may advance past the base that they were heading to when the throw was attempted. (Halfway line not in effect). A missed ball in the infield is still alive unless the umpire rules otherwise.
8. OVERTHROWS AT SECOND OR THIRD: The runners may advance one (1) base at their own risk.
9. All play will stop if a player is injured. If a player is injured by a batted ball, the batter is awarded first base, and the runners advance to the base they were heading to.

#### G. Miscellaneous

1. No jewelry (earrings, watches, necklaces, bracelets, etc.) may be worn.
2. No smoking on the field or in the dugout.
3. No infield fly rule.
4. The home team for the first game each day is responsible for obtaining the:
  - a. Batting tee,
  - b. Batting helmets, and
  - c. Catchers' gear from the equipment room 20 minutes prior to the start of game. The home team for the last game of each day is responsible for returning all the equipment to the equipment room at the end of the day.
5. The catcher must wear a mask.
6. Games may not be rescheduled without permission from the league director.

#### H. Protests

1. There must be a manager and/or coach from each intramural team in attendance at the MCGSA rules clinic. Teams not having a manager and/or coach in attendance will not be eligible to protest.
2. Protests will not be received or considered if they are based solely on a decision involving the accuracy of the judgment of the umpire. Some examples include:
  - Whether a batted ball was fair or foul
  - Whether a runner was safe or out
  - Whether a runner did or did not touch base
3. Protests that shall be considered concern matters of the following type:
  - Misinterpretation of a playing rule
  - Failure of an umpire to apply the correct rule to a given situation
  - Failure of an umpire to impose the correct penalty for a violation

4. Notification of intent to protest to the umpire in charge is mandatory before play resumes. A written protest must be submitted and contain the information described by A.S.A. rule 9, section 6 to the MCGSA director of umpires accompanied by a twenty dollar (\$20) protest fee within twenty-four (24) hours. If the protest is not upheld, the protest fee will be retained by MCGSA.
5. A protest committee shall be appointed by the MCGSA director of umpires. It will consist of three (3) MCGSA board members. Managers involved in the protest shall be notified of the protest hearing and will be permitted to attend and present their reasons for or against the protest. The umpires will also be notified of the protest hearing.
6. In tournament play, the highest-ranking available member of the executive committee with two (2) other MCGSA board members selected by him/her shall rule on any protest.
7. In any protest, the umpire shall direct the home team scorekeeper to record the game situation at the time of protest, including the count, the inning, the location of base runners, and the time remaining in the game. Once a ruling has been made on a protest, the game shall resume from the point of protest.