

ORBA

BASEBALL

T-Ball Rules

Gameplay

1. T-ball shall consist of (5) innings.
Time limit is 1 hour 30 min. and an inning will not start in the last 15 minutes.
*Time limit is from the scheduled start time not the actual game start time.
*The game may end early if both coaches agree.
2. Bases shall be placed 60' apart
3. No Mercy Rule.
4. Each player must play at least (2) innings in the field.
5. A minimum of (7) players are required to play a legal game (must provide a pitcher). Coaches are encouraged to help the catcher put on gear to speed up the waiting time.
6. A team with a full roster will play a minimum of 10 players, 4 outfielders, and 6 infielders.
7. Each player must play a minimum of (2) innings in the infield. Coaches are encouraged to rotate players around to keep the game fun for all players.

Batting/Base Running Rules

1. NO Strikeouts.
2. NO Leading Off.
3. NO Stealing.
4. NO Bunting. A hit ball must travel at least (15) feet.
5. Each team must bat in rotation of their respective roster.
Note: A batter shall be called out, on appeal, when failing to bat in proper turn.
6. The inning will end when one of the following occurs:
 - a. 3 outs -or-
 - b. 10 players have batted. For the last batter (10th batter) time will be called as normal and the inning will be over.
7. No throwing of bat!
Note: One team warning is permitted. The next batter caught throwing his/her bat will be called out. Batter is allowed to carry bat down first base line, but must drop it before stepping on first.
8. If a base runner has clearly advanced more than halfway to the next base prior to time or dead ball being called, the base runner will be awarded the base he/she was advancing to.
9. Player interference in base line/runner out of base path. A player will be called out if he/she runs 3 ft. outside either side of the line to avoid a tag.
10. Coaches may not pitch to batters.

Fielding Rules

1. Each team is allowed to field 10 players (6 infielders and 4 outfielders).
Note: Outfielders can play no closer than 6 feet behind infield bases.
2. The catcher must wear catchers' equipment (except catcher's mitt – the player can use his own).

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3. The pitcher must stay in the pitcher's circle (both feet) until the ball is hit. Pitchers must wear a helmet with a face cage. An attempt must be made to throw the ball to first base or bases.

Note: The pitcher's circle will be 10 feet in diameter and 46 feet from home plate.

4. Dead ball/when play is stopped.
 - a. Ball becomes dead when the umpire calls "time".
 - b. Play is stopped immediately if a player is injured.
 - c. Time is called to return the ball to the batting tee/play is stopped when the ball is placed on the batting tee.
 - d. Play is stopped when the ball is thrown in close vicinity of the pitcher circle in an "attempt" to stop play. Pitcher must be in the pitcher's circle. Umpire decision. Play is stopped when the pitcher makes an attempt to catch the ball.
 - e. The play will be dead as soon as the first attempt to make a play with the ball has been done. This will prevent the constant running of bases and teach the kids to make a play to the correct base.
5. An attempt must be made to throw the ball to first base or bases. No rolling the ball across the infield at any time. Pitcher in the circle must make a throw to 1st base if in the circle; if not, he can make a play.