

2017 PYBSA T-Ball Rules

Section 1: Rosters

- 1.1 Each team shall have a maximum of twelve (12) players. Four (4) coaches will be allowed to coach. One will be the manager.
- 1.2 Any child participating in T-Ball must be league age six (6) or less. This age is calculated according to the Dixie Youth Rule Book.
- 1.3 All rules not covered in these rules shall be governed by the Dixie Youth Rule Book or the interpretation of the District Director.
- 1.4 All teams shall bat their entire roster in each game.
- 1.5 There must be one adult coach in the dugout at all times.

Section 2: Equipment

- 2.1 The bat shall be labeled T-Ball or it may be a Dixie Youth approved bat with either DYB stamped on the knob or the generic logo on the barrel of the bat. Generic logo is defined as the stamp stating Dixie, Little League, Pony, Babe Ruth – One of the stamps MUST be Dixie. Big Barrel Bats are not allowed. 2 ¼ only.
- 2.2 The batting tee must have a flat surface, not to exceed seventeen (17) inches in width. It must be adjustable with a rubber base at the top, with not less than six (6) inches unobstructed. Tee may be the new tripod type.
- 2.3 The ball shall be a Dixie Youth approved RIF 5.
- 2.4 The catcher and pitcher MUST wear a batting helmet with the facemask attached. Additional catching equipment is optional.

Section 3: Playing Field

- 3.1 The playing field shall be laid out as follows:
 - a. The distance between all bases shall be sixty (60) feet.
 - b. The distance between the point of home plate and the front side of the pitching rubber shall be forty-six (46) feet.
 - c. The batting tee shall sit on home plate.
 - d. The batter's box shall be regulation, 6 feet long and 3 feet wide.
 - e. There shall be a ten (10) foot radius from the back of home plate for the batting circle.
 - f. There shall be a 20 foot line behind the normal base running path to mark where the outfielders must play behind until the ball is put into play.

Section 4: The Game

- 4.1 The game shall consist of a maximum of five (5) innings or 1 hour and 15 minute time limit.
- 4.2 A game shall be considered regulation after 4 complete innings if one team is ahead by 10 runs (or after 3 ½ if the home team is ahead).
- 4.3 A game shall be considered regulation after 3 complete innings if one team is ahead by 15 runs (or after 2 ½ innings if the home team is ahead).
- 4.4 A maximum of 10 players shall bat each inning. The 11th batter will lead off the next inning. A game will be a forfeit if a team cannot field nine (9) players within 15 minutes after game time. A team can begin a game with (8) or (9) players and one (1) four year old wee ball player may be used to reach (9) or (10) players. If a team has (9) players, the ninth batter of the inning shall be considered the "last batter" and all 10th batter rules apply.
- 4.5 The manager shall notify the plate umpire of the 10th batter, and the umpire shall announce this to the defensive team. PENALTY: If the manager does not notify the umpire of the 10th batter, the batter shall be declared out and no runs shall score.
- 4.6 Ground rules are in force on an over-thrown ball.
- 4.7 Ground rules of the field apply.
- 4.8 The defense will play with 6 infielders including a catcher. All other player will be outfielders who will be evenly spaced in the outfield and must be 20 feet behind the normal running base path. The catcher may go out of the 10

foot circle to make a play on a batted ball or thrown ball. **No** defensive player other than the catcher may enter the 10 foot circle. **PENALTY: One additional base to all runners on base; if occurs on 10th batter, automatic home run.**

- 4.9 Each defensive player shall play in the general area of their designated position until the ball is in play. If an infielder runs toward the plate before the ball is hit, the umpire will signal delayed ball dead and the offense has the option of taking the play as it stands or allowing the batter to re-hit. If an infielder runs to the outfield before the ball is hit, the offense may take any part or all of the play. **No infielder shall play closer than an imaginary line from the pitcher's rubber to the first and third base lines; a violation shall result in the offense having the option to let the play stand or to bat over.**
- 4.10 The coach behind home plate may place the batter one time in the batter's box. Once the batter is in his or her position in the batter's box the coach may no longer instruct him or her where to hit the ball. If the player hits a foul ball the coach may reposition the batter. If the batter swings and misses the coach may not reposition the batter. Penalty for violation: **Warning to the coach on 1st occurrence**; the coach is to sit in the dugout for the remainder of the game on 2nd occurrence.
- 4.11 An outfielder cannot tag or force a runner. An infielder may only go in the outfield to be a cutoff. Infield cannot go to the outfield to retrieve a ball.
- 4.12 **When the tenth batter comes to bat, it will be as if there are two outs.** The tenth batter of an inning is a free runner when he hits the ball. To complete his turn at bat, one of the following must occur:
- The batter or a runner is put out.
 - The ball is returned by a defensive player to the catcher who must touch home plate. Only the catcher can touch home plate to end the inning (if the out is made before any runner reaches home plate, the runs will not be scored. Runs will be scored until the offense is declared out).
- 4.13 An inning shall be complete after one of the following occurs:
- Three outs
 - The ball is returned to home plate after the 10th batter hits (The catcher must touch home plate.)
- 4.14 A batter is out when:
- He fails to hit a fair ball after three (3) swings. Foul on the third swing will result in an out.
 - He bunts or attempts to bunt. (Umpires judgment)
 - He hits the ball with one or both feet entirely out of the batter's box.
 - He throws or slings his bat. (Umpires judgment) One team warning for slinging the bat.
- 4.15 A runner is out when:
- He runs more than 3 feet away from a direct line between bases to avoid being tagged.
 - He intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball (the play is considered dead, all other runners must return to their bases.)
 - Any runner missing a base must be appealed to the umpire by the defensive team at the end of the play. A runner will be called out if that he missed a base.
 - Base runners must stay in contact with the base until the ball is hit, leaving the base before the ball is hit will allow the defensive team the option to keep or reject any part of the play.
- 4.16 A ball is fair when:
- The ball touches or crosses the ten (10) foot circle.
 - The ball lands outside of the ten (10) foot circle and bounces or rolls back inside of the circle.
- 4.17 The ball is dead when:
- The umpire calls time. Umpire shall call time at the end of each play. Play ends when the lead runner is no longer attempting to advance to the next base.
 - The pitcher does not take his normal position on the rubber, or leaves the rubber before the ball is hit. **The pitcher must have both feet on the pitcher's rubber until the ball is hit** (the offensive team has the option to take any, part or all of the play).

Section 5: Protests

In order to protest a game, you must let the umpire know you are protesting the game and it should be noted in the official score book. The game will continue to be played until finished. You must submit your protest in writing within 24 hours and include a \$50 protest fee. If you win your protest, the \$50 will be refunded back to you. If you lose your protest, the \$50 will be donated to the Dixie Scholarship Fund for boys and girls

Section 6: Managers and Coaches

- 6.1 The offensive team may have 3 coaches on the field. A coach at 1st base, a coach at 3rd base and a coach behind the plate.
- 6.2 The coach behind the plate is responsible for moving tee and must follow rules outlined in rule 4.10.
- 6.3 Base coaches must remain in the coaching box.
- 6.4 Remarks to base runners shall only be from the base coach. Coach behind the plate may not coach base runners.
- 6.5 Base coaches will keep their hands off the base runners (if a coach assists a base runner with his hands to avoid a play being made on the runner, **the runner is out.**)
- 6.6 The manager and the dugout coach will be responsible for keeping players in the dugout with the exception of the batter and the on-deck batter. The on-deck batter must remain in the batter's circle.
- 6.7 A coaching box shall be drawn adjacent to the dugout. A team may have 1 defensive coach on the field in foul territory. The coach **must** remain close to his team's dugout. The umpires shall give one warning per team. Any further violation shall result in the loss of this privilege for that team for the remainder of the game.
- 6.8 ONLY Managers will be permitted to ask the umpire for clarification of a rule. He will not appeal a judgment call.
- 6.9 UNSPORTSMANLIKE CONDUCT will not be tolerated. The manager or coach shall be warned by the umpire that his or her conduct is not acceptable. Should this behavior continue or reoccur, the umpire shall eject the manager or coach from the game.

All rules not covered will be covered by the official District 8 Dixie Youth Rules & Regulations.

Please gather all equipment and exit quickly at the end of each game; post-game team meetings should be held outside of the field.