

Rules for T-BALL

GROUND RULES:

1. Game is 4 innings
2. NO FORFEIT RULE
3. No infield fly rule
4. No player shall sit two innings in one game until all players on the team have sat for one inning. No player shall sit three innings until all players have sat for two
5. All players shall be put in the batting order and will hit in the same order. Any latecomers will be added to the bottom of the order
6. No player shall play the designated infield position of Pitcher or Catcher for two innings in a row. Players must alternate between designated infield and outfield positions
7. Inning is complete after both teams have gone through one complete batting line-up
8. Substitutions are allowed (i.e. an injury). A "temporary runner" would be put on base, and would be the last available player, (furthest coming up in the order). In the case of an offensive player injury, their spot will not be lost in the batting order the first time around. But if the injured player cannot make it up to bat the second time their spot comes up, they player will then be permanently removed from the batting order (player will still be allowed to play defense under coaches destruction). Running from the fence is NOT allowed and is unsafe, every batter needs to be able to make it to first base safely, then the "temporary runner" substitution can happen once the batter reaches a base safely.
9. All players and coaches must wear team shirts supplied by HMSA with no modifications on the shirt (e.g. sleeves or bottom of shirt cut off). If the player forgets their shirt, they may leave to get their shirt and return to play
10. No metal cleats
11. No jewelry – Jewelry is any item judged dangerous by the umpire (e.g. earrings, watches, rings, necklaces, bracelets etc.). Medic Alert bracelets and necklaces are not considered jewelry. Fit Bits are acceptable.
12. All players must supply their own HMSA approved baseball / softball helmet, which must be worn at all times, including on the bench
13. Long pants (or a combination of long pants and socks pulled up to cover the entire leg) and PROPER running shoes MUST be worn

PLAYING RULES:

1. The ball will be hit from batting tee placed on, or just in front of home plate
2. A strike shall be called on the batter if he / she misses the ball and strikes the batting tee. A strike is not called when he / she accidentally knocks the ball off the tee during alignment of the bat with the ball
3. A batter is out when 3 strikes are called
NOTE: Strike 3 is not called if, on the batter's third swing, the ball is hit foul
4. Any foul balls caught in the air – batter is out
5. A batted ball must travel at least 6 feet from home plate to be fielded, or a strike will be called
6. Shortstops must play behind the pitcher until the ball is hit. All players on the field must remain in their position until the ball is hit from the tee (pitcher is behind the rubber, infielders 1 – 2 feet inside baselines, outfielders behind baselines)
7. If bat is thrown more than 6 feet, or bat hits the catcher, the batter is out
8. There is no base running on 3rd strike
9. Runners
 - a) No runner is allowed to leave their base before ball is hit off tee

b) **NO TAGGING WHATSOEVER**

1. A base runner is out when the ball is caught by, or thrown to the baseman and who then touches the base before the base runner touches the base
 2. There are no run-downs permitted
- c) A base runner may advance when a batted ball is hit to the outfield, but when the ball is returned to the infield (i.e. caught or picked up, and held), all runners must stop at the base they are going to, or remain at the base they are at
 - d) A base hit in the infield can only advance the runner 1 base
 - e) No runner may advance past the base they are going to, if the ball is thrown from the outfield to the infield in foul territory
 - f) No sliding

10. Fielders

- a) All fielders must play off the base until the ball is hit
- b) Fielders must not obstruct the base path for runners
- c) All players are encouraged to throw the ball either over or under-hand to the base a runner is going to, to make an out (no rolling the ball)

11. Games to begin promptly at 6:30 p.m.

12. Game curfew 7:45 p.m.

PITCHING DISTANCES AND BASELINES

Pitching Rubber – 25 feet

Baselines – 35 feet

Convener ruling is final. Play by the rules.

For rules not covered by Hespeler Minor Softball, refer to Softball Canada Rules.

Disputed calls discussed by coaches, and convener AFTER the game.

Safety Base Rule

1. Runner must run to orange portion of the base.
2. Fielder must touch the white portion to make an out.
3. Runner attempting a two-base hit may run to the white and/or the orange portion to make the turn to second base.
4. Runners on first base run from the white portion only.
5. If the first baseman touches only the orange portion to make an out, the runner is safe.
6. If either the baseman or the runner touches both colours together, the play is as called by the umpire (safe / out).

