

USSSA T-BALL BASEBALL SPECIFIC RULES

10.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.

10.02 Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

10.03 Pitching Plate: The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.

10.04 Ball: The ball shall either be as described in 7.01.K or the ball shall measure not less than eight-one quarter (8 1/4) nor more than eight-one half (8 1/2) inches in circumference. The league uses a RIF Softee baseball for all games.

10.05 The catcher shall wear a dual ear-flap catcher's helmet with mask. In league play, we do not use a catcher.

10.06 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline. In league play, we allow 5 outfielders.

10.07 The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.

Rule 10.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 10.07 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

10.08 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout. In league play, a defensive coach is allowed down each foul line past the base. All other coaches are allowed to coach from in front of their dugout.

10.09 The Infield Fly Rule shall not be in effect at any time.

10.10 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

10.10.A Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat. Teams are not allowed to pickup players to play a game without that game being played under forfeit.

Rule 10.10.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

10.11 Teams may use free substitution on defense, but the batting order shall remain the same.

10.12 Bunting shall not be allowed.

10.13 A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls. Tapping the ball off the Tee is considered a swing.

10.14 A player may only be Intentionally Walked once per game by announcement from the defensive team. In league play, no player is allowed to be intentionally walked.

10.15 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

10.16 A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs. In league play, we allow 5 runs per inning.

10.17 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply) In league play, we play one hour finish the inning or drop dead if home team is winning. Regular season games can end in a tie.

10.18 Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

Rule 10.18 Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.