

## SOFTBALL T BALL RULES

Play will be governed by USSSA Rule Book, unless specified in this section.

1. **Ball:** 11-inch ball will be used. League plays with RFPT10SPY 10" training softie ball. It's the pink/yellow ball.

2. **Distances:**

a. The pitching rubber shall be set at thirty-five (35) feet for T-Ball.

b. A Restraining Arc/Defensive Arc is thirty-five (35) feet from the point of home plate. 30' during league play.

c. The catcher's arc/fair ball arc is ten (10) feet from the point of home plate. 20' during league play.

d. The base length is sixty (60) feet.

3. **Innings:** A regulation game shall be five (5) innings. League play is 6 innings

The Tiebreaker Procedure will be used in the 6th inning or in any inning that

begins after time has expired. Games can finish in a tie except during playoffs.

4. **Time Limits:** There will be a 55 minute time limit. Time limit during league play is 60 minutes.

5. **Runs per Inning:** A maximum of 6 runs can be scored each inning for each Team. League play is 5 runs per inning max.

6. **Run Rule:** If either team is behind and cannot catch up or go ahead, the game shall be over immediately. Effectively that is 13 runs after 3 innings, 7 runs after 4 innings. In League play we play until time is expired then it's drop dead.

7. **Offensive Lineup:** The batting lineup may be any number from nine up. If a player is removed for any reason other than ejection, the spot in the batting order will be skipped with no out recorded.

**8. Defensive Positions:** The defensive team must have a minimum of eight (8) and may have a maximum of ten (10) players in the field.

a. Defensive players must remain behind the pitcher's plate line extended until the batter has hit the ball.

b. One player shall be in the pitcher's position on the pitching mound with at least one foot within 8 feet of the pitcher's plate at the start of each play.

The pitcher cannot leave its position until the ball is hit off the "T".

c. The Pitcher must wear a helmet with face mask or game face protective gear. **Not required but recommended.**

d. Six fielders **(5)** including the catcher must be in the infield. The rest must be in the outfield. The outfield is defined as at least 10 feet outside of the base lines in fair territory.

e. Catchers must wear protective gear as prescribed in Rule 2.2. **In League play we do not play with a catcher.**

f. Defensive players are encouraged to wear helmet with face mask or game face protective gear.

9. The "T" will be provided by the ball park or Tournament. No outside "T" will be allowed.

**10. Offensive.** The batter will be allowed three (3) swings. If the batter misses the ball it will be counted as a swing. If the ball goes foul, or the ball does not go over the 10' **(20')** Tee Arc, this will be considered a swing. If the batter fouls a third strike, the batter will be called out. **Knocking the ball off the Tee is counted as a swing.**

a. Bunting is NOT allowed.

b. The batter will be allowed only one practice swing prior to each swing in the batter's box. Any excess practice swings will be a called strike.

c. All offensive players must wear NOCSAE Batter/batting helmets with face mask & chin straps while on the playing field. In league play, a certified batting helmet is sufficient.

11. There is no infield fly rule.

12. A runner may not leave a base until the ball is hit off the "T". Penalty for leaving early; runner will be called out...

13. On a hit ball there is no limit on bases allowed.

14. **Stealing:** A runner may not steal. A runner may not leave a base until the ball is hit off the "T". Penalty for leaving early; runner will be called out.

15. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least foot inside the pitcher's circle.

If a runner is more than half way to the next base when time is called, the runner will be awarded the next base.

a. There is no look-back rule.

b. This rule does not preclude the Umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player.

**16. Additional Coaches:** In addition to base coaches, other coaches are allowed on the field of play. In league play, a defensive coach is allowed down each foul line. Coaches are not allowed on the field of play.

a. The “Tee-Coach” may provide assistance to the batter prior to the Umpire placing the ball on the “T”. Thereafter the coach must not assist the batter/ runners vocally or with hand gestures. The “Tee Coach” will then be responsible for removing the tee and bat from the baseline. Failure to remove the tee from home plate or interfering with the play at home will result in the runner coming home being called out.

b. One coach will be allowed to stand in the on-deck circle while on defense.

No other defensive coaches will be allowed on the field. See above ruling about defensive coaches on field.