

T-Ball Rules

REVISED 2/1/06

1. THE GAME WILL BE SIX INNINGS OR ONE HOUR AND FIFTEEN MINUTES WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN AFTER ONE HOUR AND FIVE MINUTES. THE MAXIMUM NUMBER OF RUNS PER INNING IS 7 RUNS.
2. THE LINEUP WILL CONSIST OF TEN (10) DEFENSIVE PLAYERS (FOUR MUST PLAY ON THE OUTFIELD GRASS). A GAME CAN BE PLAYED WITH 9 PLAYERS WITH ONE BEING THE CATCHER ANYTHING LESS THAN 9 WILL RESULT IN A FORFEIT.
3. ALL PLAYERS PRESENT THAT ARE LISTED ON THE TEAM ROSTER WILL BAT. THERE WILL BE NO CHANGE IN THE BATTING ORDER AFTER THE GAME HAS STARTED. ALL PLAYERS ARRIVING LATE AFTER THE START OF THE GAME WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER. IF THE BATTING ORDER HAS COMPLETED ONE CYCLE ANY PLAYER ARRIVING LATE WILL NOT BE ALLOWED TO BAT. IF A PLAYER BECOMES INJURED OR ILL AND CANNOT BAT THEN THEY WILL BE SKIPPED AND NO OUT WILL OCCUR. IF A PLAYER HAS TO LEAVE THE GAME BEFORE THE CONCLUSION OF THE GAME THE HEAD COACH HAS TO NOTIFY THE UMPIRE AND OPPOSING COACH PRIOR TO GAME TIME AND NO OUT WILL OCCUR. ANY CHILD THAT IS BLEEDING WILL BE REMOVED FROM THE FIELD AND SHALL NOT RETURN UNTIL THE BLEEDING HAS STOPPED. THE UMPIRE WILL MAKE THIS DECISION.
4. FREE AND CONSECUTIVE SUBSTITUTION IS ALLOWED. ALL PLAYERS MUST PLAY DEFENSE TWO INNINGS. IF A GAME IS

