

2009 T-BALL DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the T-Ball Division of Claremont American Little League:

1. Bases are fifty feet apart. Pitchers mound is thirty feet from home plate and a pitcher’s circle is drawn. The pitching circle is ten feet in diameter.
2. Six inning games are one hour and thirty minutes. If you start inning six, then finish the inning regardless of time. Game ends at this point.
3. Teams must field a minimum of eight players at game time. If there aren’t enough players, try to play the game by borrowing players from the opposing team.
4. Home team provides official score keeper (run counter), game ball and umpire.
5. All players must play at least every other inning in the field. A player who has not played three innings in the field must start the next game. Players may not play more than two innings at the same position in the same game. Each player must play infield at least one inning per game. Catcher is not considered an infield position.
6. The first half of the season the entire batting order will bat, regardless of outs or runs each inning. After the last batter in the order has hit, change the offense to defense. The second half of the season will be coach pitch. A maximum of 3 pitches will be thrown. If the player has not hit after three pitches, the tee will be used. There will be 3 outs or a maximum of seven (7) runs per inning. Once the seventh run has scored, change the batting team to defense.
7. No infield fly rule shall be used in T-Ball.
8. Players throwing bats while batting will be given two cautions by the umpire. The third time a bat is thrown, the batter is out and NO runners advance (dead ball).
9. No base stealing or sliding.
10. Runners cannot leave base until the ball is hit from the tee. VIOLATION – Runner must go back to the base and NO runner may advance (dead ball). Batter hits again.
11. Coaches cannot touch runners while they are running the bases. VIOLATION – Runner must return to the last base touched when violation occurs out. Other runners may advance.
12. Free substitution. Everyone bats whether they played in the field or not. If a player arrives late for a game, he or she must be placed in the last position in the batting order. (This could put the late arrival up next to bat.)
13. When the ball is in play and is overthrown (beyond the field boundary lines) or is blocked, awarded bases will be determined by the position of the base runner at the time of the infraction. The ball is dead. In all cases where a thrown ball goes into a stand of spectators, goes over, through or under and fence surrounding the playing field, hits any person or object not engaged in the game, goes into the players’ benches (including bats laying near such benches); whether the ball rebounds into the playing field or not, or remains in the meshes of any wire screen protecting spectators; each and every base runner will be awarded one base.

- A. When the first throw is made by an infielder, the umpire, in awarding a base, will be governed by the position of each runner at the time the ball was hit from the tee.
 - B. When the throw is made by an outfielder or is the result of any succeeding play or attempted play, the two base award will be governed by the position of each runner and the last base touched at the time the final throw was made. If two runners are between the same bases, the award is based on the position of the lead runner.
14. Runners cannot advance past the base they were running to once the ball and the pitcher are inside the pitching circle. To assist the umpire, the following should help him in his judgement:
- A. When a runner is past half way (between bases), they have the option to go back to the previous base or try advancing.
 - B. When a runner is before half way (between bases), he or she must return to the last base touched.
15. USE OF THE TEE: When a batter is hitting off the tee, the pitcher must stay in contact with the pitching rubber (or in the middle of the circle in the absence of a rubber) until the ball is hit.
- A. FOUL BALL: Same as conventional baseball; except a ball hit from the tee travels less than ten feet in fair territory from home plate.
 - 1. The arc ten feet from home plate shall be drawn from the first base line to the third base line. A ball landing in the arc in front of home plate is not considered in play.
 - B. NO BATTER CAN STRIKE OUT. Keep hitting until the ball is fair and in play.
16. Coaches are responsible for their own actions and behavior of the parents on the sidelines. ANYONE may be dismissed from the game by the umpire for unsportsmanlike conduct.
17. Ten (10) players will be fielded on each team. Six (6) players must be in the infield territory and four (4) in the outfield. Outfielders must stand/start at least ten feet from the infield base line at the time the ball is hit from the tee.
- A. Umpire will not start play until outfielders are in place.
 - B. One coach is permitted in the outfield during the game to position players.
18. CATCHER: Protective headgear (catcher's helmet and mask) shall be worn while tee is being used. The catcher will stand facing the batter at a safe distance away before the umpire allows a swing to be taken.
19. Protective headgear (helmets) shall be worn by all batters and base runners.
20. All players shall be attired in the uniform of the League, which includes long pants.
21. The Home team is responsible for providing the UMPIRE (parent/volunteer) and a NEW GAME BALL. The Home team is responsible for providing the bases used for the game.