



ROYAL YORK BASEBALL LEAGUE

2024

SENIOR T-BALL OFFICIAL PLAYING RULES

1. THE GAME

Senior T-Ball is a game of baseball between two teams of, at most, eleven (11) players per team. The game is played under the direction of coaches and played on a recommended T-Ball field.

Senior T-ball is the second level of instructional baseball with an added level of competition added in. It is designed to increase the interest level of young people in the game of baseball by stressing and maintaining active participation by all players. There is a mandatory infield/outfield player rotation that ensures all players at a game get an equal chance at playing both infield and outfield positions.

Each player on the offensive team shall bat once per inning regardless of the number of outs. The defensive team will field all players to make as many outs as possible in accordance with the rules.

2. PLAYERS & COACHES

- a) All players must be 6 or 7 years of age (born in **2017** and **2018**)
- b) All coaches must be declared before the game starts. A maximum of three (3) defensive coaches are allowed on the playing field during the game. All other parents must be off the field unless instructed otherwise by a coach.

3. CONDUCT ON THE PLAYING FIELD

- a. Parents please refer to [Player & Parent Code of Conduct](#)
- b. Coaches please refer to [Coaches Code of Conduct](#)

4. EQUIPMENT

a) **Player Uniforms**

Uniforms shall consist of a team jersey, cap and pants which must be worn by all players while participating in a game. Jerseys shall be individually numbered.

b) **Coaches Uniforms**

Coaches must at minimum wear a cap and jersey.

c) Gloves

- i) The first baseman shall be permitted to wear a trapper or fielder's glove.
- ii) All other members of the fielding team must wear fielder's gloves.

d) Helmets

Every player must wear a protective helmet with a chin strap and full earflaps, while on deck, at bat or running the bases. Defensive players occupying the pitcher's position must also wear a helmet with a face guard.

Pitcher helmets are supplied by RYBL, PLAYERS are responsible for SOURCING their own BATTING helmet.

e) Shoes

Shoes with metal cleats are prohibited. Shoes with molded rubber cleats may be used. No open toed footwear allowed.

f) The Batting Tee

Supplied by RYBL and located in the equipment boxes onsite.

g) The Ball and Bat

Provided by RYBL and located in the Equipment bag provided.

5. THE PLAYING FIELD

- a. The distance between all bases shall be 60 ft.
- b. The pitching distance is the line between first and third.

6. DEFINITIONS

- a) **Playing Line** - is a line running directly from first base to third base, which is a guide for the plate coach to determine the player's positions.
- b) **Foul Line** - is a line drawn halfway between home plate and the pitcher's mound. Balls that do not cross this line are considered fouls.
- c) **Fair Hit Ball** - is a legally batted ball that in the plate coach's opinion will or could cross the playing line in fair territory, even if it is fielded before crossing the line.
- d) **Dead Hit/Foul Ball** - is a legally batted ball that in the opinion of the plate coach will not or could not have fairly crossed the playing line, even if fielded in front of the playing line.
- e) **A Strike**
 - i) The ball is swung at by the batter and is completely missed.
 - ii) The ball is dead hit or fouled.
 - iii) There are no strike-outs in Sr. T-Ball
- f) **Batter's Box** - is an area on each side of home plate, within which the batter shall have both his/her feet during their time at bat.
- g) **Thrown Bat** - no player is permitted to throw a bat at any time, either while attempting to hit a ball or while starting to run to first base. The batter will receive a warning. When the bat is thrown "TIME" shall be called by the plate coach and no runners may advance. Second warning to the same player is an automatic out.

7. GENERAL RULES

- a) Do not keep score.
- b) In T-Ball there shall be no pitching to the batter.
- c) All players must not be led to believe that an infield position is the only desirable playing area or that an outfield position is a less desirable area or that the outfield position is a penalty for error or due to lesser skill. To this end the following players rotation guidelines must be followed.
- d) During the game, no one player shall consistently play the outfield until all players have played an outfield position an equal number of times.
- e) If a defensive player is injured, that player may be removed from the game. When the injured player is well enough to resume play they may be inserted back onto the playing field or take their proper place in the batting order.
- f) Coaches must make every effort to distribute the infield and outfield positioning as fairly as possible among the players over the course of the season.
- g) Each defensive team shall have:
 - i) A pitcher: who shall play in the infield and must assume a set position with both feet on the pitcher's mound until the ball is hit.
 - ii) A 1st baseman, a 2nd baseman, a 3rd baseman and a shortstop; who shall play in positions regularly played by these infielders and they shall not cross the playing line until the ball is hit. A maximum of three additional fielders may play the "inner outfield" defined as the area behind the baseline but still in the "dirt" of the infield. All remaining players shall play the outfield in the grass. Therefore, with a team of 11 fielders, the positions would be: P, 1B, 2B, SS, 3B, InnerLeft, InnerCenter, InnerRight, LF (in grass), CF (in grass), RF (in grass).
 - iii) However, the order in which fielding positions must be filled will be as follows: a) P, 1B, 2B, SS, 3B b) LF, CF, RF c) InnerLF, InnerCF, InnerRF. In other words, no InnerOF positions may be filled unless all 3 OF (in the grass) positions are filled in any given inning.
 - iv) If a 12th fielder is present they may also play in the OF as a 4th outfielder.
- h) Coaches shall:
 - i) Stand anywhere in the field (infield or outfield) to assist their players when and where necessary.
 - ii) Please notify your convenor when a player(s) are being benched for disciplinary reasons.
- i) Postponements:
 - i) A coach shall advise the visiting team coach of such at least one (1) hour before game time.
 - ii) If this is not possible, then both teams must show up at the scheduled place and time, at which time the home team coach shall decide whether or not to postpone the game.
 - iii) Games may not be postponed for lack of players.

- j) Umpiring:
 - i) The batting team coach at the plate will be responsible for calling fair and foul balls and any plays at the plate.
 - ii) The fielding team coach will call any outs that occur by balls caught in air, or legal outs made at 1st, 2nd, 3rd

8. PLAYING RULES

- a) A mandatory practice is conducted with the two teams for the first 15-30 minutes. After which the actual game will begin.
- b) Batting line-up: all players bat once each inning regardless of outs. Teams should have an equal amount of batters each inning. If one team has more batters, then the team with fewer players shall bat the required amount of players a second time to equal the amount of batters on the other team. No player on a team may be a second batter until all players on the team have batted an equal amount (i.e. the same player(s) can not be extra batters each inning).
- c) Team at bat is to indicate "LAST BATTER" before the last batter of the inning.
- d) Each game consists of 3 innings.
- e) Each batter is given 5 swings (whether swing and miss, or foul ball) to hit a successful "hit". If the batter does not put a ball in play after their 5th attempt they are given a "walk" to first and are able to advance to first with all other baserunners advancing. In other words, there are no "strikeouts"
- f) Helmets and chin straps must be worn and fastened by all batters. All runners must also wear fastened helmets.
- g) To begin the game, the designated plate coach shall instruct the home team to take their positions in the field, place the tee on home plate and call "PLAY" for the first batter of the offensive team.
- h) The Batter becomes a base runner when the batter hits the ball hard enough to cross the playing/fair ball line in fair territory and/or up to the discretion of the plate coach.
- i) Balls hit in the infield will result in the batter (and all runners already on base) advancing a maximum of one base.
- j) Balls hit into the outfield are "live" balls and all baserunners may advance as many bases as they are able until:
 - i) The ball is returned to the IF (the non-grass area of the field) by way of throw and catch. (i.e. an OFer must *throw* the ball into the IF, they can not carry it across) and the ball must then be picked up or caught by an IF or InnerOF player and held up in the air. At that point base runners may not advance beyond any base in which they are en route towards. Once those baserunners arrive at the base to which they are running, play is stopped.
 - ii) Runners may be called OUT if the ball is brought to the base in which they are advancing prior to the runner arriving at the base. For clarity: all outs are force outs (there are no tag outs and tagging is not permitted).

Runners are committed to running to the base they are running towards once they are halfway to that base. This judgment is made by the fielding umpire/coach.

- iii) If a runner overruns a base (unintentionally, i.e. not attempted to run to the next base), they have free passage back to that base. In other words, you can not be tagged out for stepping off 2nd or 3rd.
- k) Runners with last batter status are allowed to continue to score as are all players on base when the last batter has hit.
- l) To end the inning (when the last batter is batting) the ball must be brought home and the fielding player with the ball must touch the plate. At that point all runners still on base (not yet crossed home) are not eligible to score.
- m) A run is counted when a runner successfully touches home.
- n) In T-Ball, for safety reasons, there is no catcher position. As such, the Offensive Teams' turn at bat ends when the pitcher touches home plate with the last batter's fair hit ball in his/her possession (the pitcher's hand does not need to be up). Same rules apply regarding a ball hit into the OF being thrown back into the IF. Once an IFer (or InnerOutfielder) has the ball they may run it home or continue to throw it to another teammate etc.
- o) Curfew: game ends 1.5 hrs from the allotted start time.

9. PLATE COACHES

- a) Each team must have a coach stationed at home plate during their at bat.
- b) The plate coach will direct the flow of play and is the only one that can call "TIME"
- c) To resume play after time has been called, the plate coach will call for the next batter, and after the next batter has stepped into the batter's box, the plate coach will place the ball on the tee and call "PLAY". The batter is then allowed to hit.
- d) The plate coach will adjust the height of the tee and placement of the ball for each at bat.
- e) In the interest of safety, the plate coach must remove the tee from home plate to prevent any interference with a play at home plate.
- f) The plate coach must make sure the fielders are all behind the playing line and the pitcher is in proper position before play is called for the next batter.
- g) It is the duty of the plate coach, once notified, to call out "LAST BATTER".