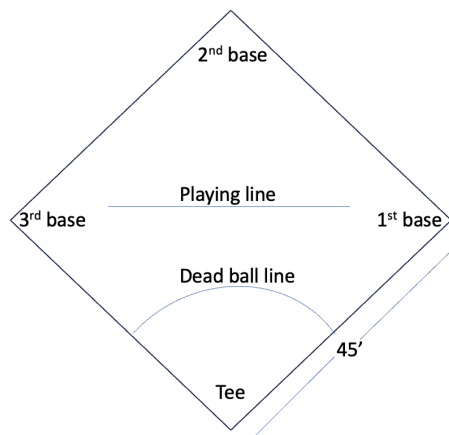# Jr. T-Ball House League Rules

OFFICIAL RULES
The playing rules for all scheduled games shall be the "Official Rules of Baseball", except as detailed below.

DIAMOND SETUP
Both teams will help each other to set up the diamond before every game.

GENERAL GAME RULES
- Do not keep score.
- There are no strikeouts.
- There are no outs.
- There are no forfeits.
- All players bat each inning.
- Coaches must make every effort to distribute the infield and outfield positioning as fairly as possible.
- Defensive coaches may stand anywhere to assist their players when necessary.
- Plate coach is responsible for calling fair and foul balls.
- Each game consists of 3 innings.

- A mandatory practice is conducted with the two teams for the first 15-20 minutes. After this practice, the actual game will begin.
- Curfew: 1.5 hours from the scheduled start time.

PLAYING RULES
- ***NEW** Every inning will start with a runner on first base and a runner on second base.
- For safety, there is no pitcher position. Please ensure all fielders are well behind the Playing Line (see diagram, above).
- To begin the game the plate coach calls "PLAY BALL".
- The batter becomes a base runner when the batter hits the ball hard enough to cross the Dead Ball Line (see diagram, above) in fair territory and/or up to the discretion of the plate coach.
- After each batter, the baserunners will advance 1 base.
- Runners with last batter status are allowed to continue to score as are all players on base when the last batter has hit.
- To end the inning, coaches should encourage a fielder to touch home plate with the ball in their glove.

PLATE COACH
- Each team must have a coach stationed at home plate during their batting half of the inning.
- Must adjust the height of the tee for each at bat as needed.
- Must remove the tee from home plate to prevent any interference with a play.
- Must make sure the fielders are all behind the Playing Line.
- Must call fair and foul balls.
- Must remind batters to not throw the bat.
- Must call "LAST BATTER".