



MISSISSAUGA MAJORS

**2019
JUNIOR T-BALL OFFICIAL
PLAYING RULES**

1. THE GAME

Junior T-Ball is a game of baseball between two teams of eleven (11) players per team, although a game may be played with a minimum of six (6) players. The game is played under the direction of a manager and coaches and played on a recommended T-Ball field.

Junior T-Ball is the first level of instructional baseball. It is designed to get young people interested 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 (Rule 6.3). (No player may play the same position twice in the game.)

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 4 or 5 years of age (born in **2014** and **2015**).
- b) All coaches must be declared before the game starts. A maximum of two (2) defensive coaches are allowed on the playing field during the game. All other parents must be off the field.

3. CONDUCT ON THE PLAYING FIELD

- a) The actions of players, managers, coaches and league officials must be above reproach.
- b) Players or coaches while participating in a scheduled game are not permitted to deliberately harass or direct discourteous remarks at the officials or any member of the opposing team.
- c) Managers, coaches or players engaged or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in T-Ball, shall receive a single warning from the plate coach. If the offences continue, the offender(s) will be removed from the game.
- d) Anyone removed from the game must leave the playing field and the spectator area. Failure to do so could result in being suspended from participation in the Jr T-Ball program.

- e) Coaches must also control the conduct of the parents and spectators. The plate coach can and will suspend games for unruly behavior.
- f) Coaches are not permitted to smoke on the playing field or in the dugout area before or during the game.

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. Players will not be eligible to play in a game if they are not dressed in a proper uniform.

- b) **Coaches Uniforms**

Coaches must, at a minimum, wear a cap and jersey.

- c) **Gloves**

- 1) The catcher may wear any type of baseball glove.
- 2) The first baseman shall be permitted to wear a trapper or fielder's glove.
- 3) 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.

- e) **Footwear**

Shoes with metal cleats are prohibited. Shoes with molded rubber cleats may be used.

- f) **Catcher's Equipment**

Shall be supplied by the Association and will consist of a chest protector, shin guards, face mask and helmet, which must be worn during practices, game warm-ups and regular games. A metal, fiber or plastic cup-type athletic support or Jill strap as appropriate is highly recommended.

- g) **The Ball**

A polysoft ball provided by the Association shall be used for each game to prevent injury.

- h) **The Bat**

Only those bats provided by the Association shall be used during the game.

i) **The Batting Tee**

Shall be a stand that will be placed on home plate for the purpose of holding the ball for players to swing at. It should be portable and adjustable in height. Each team may use their own tee when at bat.

5. THE PLAYING FIEKD

- a) The distance between all bases shall be 45 ft.
- b) The pitching distance is the line between first and third.
- c) Batter's boxes shall be 3 ft. wide and 6 ft. long. The inside line shall be parallel to and 4 inches away from the side of home plate. It shall extend 3 ft. in front of and 3 ft. behind the centre of home plate.
- d) Only equipment supplied by the Mississauga Majors Baseball Association is to be used with the exception of the player's glove and batting helmet.

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) **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. If after a few hits the umpire does not feel the player can hit that far, then he may state – "NEXT HIT FAIR".
- c) **Dead Hit Ball** - is a legally batted ball that in the opinion of the plate coach will not or could not have firmly crossed the playing line, even if fielded in front of the playing line. This excludes a ball put into play by an illegal swing. If the ball is caught in flight by the defensive team, the batter is out and the ball is in play until time is called.
- d) **A Strike**
 - 1 The ball is swung at by the batter and is completely missed.
 - 2 The ball is dead hit or fouled.
 - 3 Note- there are no strike-outs in Jr T-Ball.
- e) **A Fielder's Choice** - when any defensive infield player has control of the ball in the infield area and in the judgement of the plate coach there is no attempt to make a play on any of the base runners, time will be called, and the base runners, in the judgement of the plate coach, will be held on base they last occupied or the unoccupied base they were approaching when time was called. An infield player raising his hand with the ball therein above his head will automatically attain a call of "TIME" by the plate coach. Outfield players will not receive a call of "TIME" when the ball is raised above the head. (BALL TO BE THROWN IN.)
- f) **Infield Area** – is the area, in the judgement of the plate umpire, in which the defensive

infielders would normally play in performance of their duties. It also includes the adjacent foul territories, which are encompassed by the playing line being extended to the playing field boundaries.

- g) Batter's Box** – Is an area on each side of home plate, within which the batter shall have both his feet during his time at bat.
- h) Thrown Bat** - 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 same player is an automatic out.

7. GENERAL RULES

- a) In T-Ball there shall be no pitching to the batter, therefore there will be no base-on-balls awarded; there is no bunting and the infield fly rule does not apply.
- b) 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 player rotation guidelines must be followed.
- c) During the game, no one player shall consistently play the outfield until all players have played an outfield position an equal number of times. (See 1.0)
- d) 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.
- e) 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.
- f) **Each defensive team shall have:**
 - 1. A catcher: who shall play a position normally taken by the catcher behind home plate, far enough back so he does not interfere with the batter while batting.
 - 2 A pitcher: who shall play in the infield and must assume a set position with both feet on the pitcher's rubber until the ball is hit.
 - 3. A 1st baseman, a 2nd baseman, a 3rd baseman and a short stop: who shall play in positions regularly played by these infielders and they shall not cross the playing line until the ball is hit. All remaining players shall play the outfield.
- g) **Coaches and Managers shall:**
 - 1, Remain within the dugout or within the coaches areas at 1st and 3rd base at all times.
 - 2. Not physically assist any runner while the ball is in play.
 - 3. Please notify your convenor when a player(s) are being benched for disciplinary reasons.

g) Postponements

1. A coach or manager shall advise the visiting team coach or manager of such, together with the convenor and/or Scheduler at least one (1) hour before game time.
2. 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.
3. Games may not be postponed for lack of players.

8. PLAYING RULES

- a) A mandatory practice is conducted with the two teams from 6:30 pm to 7:00 pm. The actual game is to start at 7:00 pm and finish at 8:00 pm.
- b) Batting line-up: all players bat once each inning. Team at bat is to indicate to the plate coach "LAST BATTER" each inning. No changes are allowed once game starts.
- c) Helmets and chinstraps must be worn and fastened by all batters. All runners must also wear fastened helmets.
- d) To begin the game, the designated plate coach shall instruct the home team to take their positions in the field, place the tee of the batting team on home plate and call "PLAY" for the first batter of the offensive team.
- e) The Batter becomes a base runner when:
 1. He hits the ball hard enough to cross the playing line in fair territory.
 2. In the case of catcher interference on the batter while he is attempting to hit the ball, the ball is dead, no runners may advance and the batter is allowed to continue his turn at bat.
 3. In the event that the batter in spite of the catcher interference hits the ball fairly and reaches a base safely, the ball is alive and the catcher interference is disregarded.

f) Overthrows

Base runners may advance when a ball is overthrown to any base until such time as a defensive player has control of the ball in the infield area and there is no attempt to make a play. In the event the overthrown ball leaves the playing field; the base runners shall be permitted to advance to the base they were approaching when the ball was thrown. Runners with last batter status are allowed to continue to score.

g) The Offensive Team's turn at bat ends when:

The catcher (only) touches home plate with the last batter's fair hit ball in his possession (the catcher's hand does not need to be up). The ball must be thrown over the playing line at least once on its way to the catcher, unless the fair hit ball was fielded in front of the playing line. The pitcher only, is allowed to assist the catcher in the home plate area.

PENALTY - In the event a defensive player other than the pitcher, in the judgement of the plate coach, crosses the encroachment line, the plate coach will call the inning over and

allow all legal runs to score.

h) Curfew – game ends at 8:00 p.m.

9. PLATE COACHES

- a) **The home team coach will assume the responsibilities of the plate coach for the duration of the scheduled game.**
- b) The decisions of the plate coach shall be final; however, the managers of each team shall be entitled to ask for permission to approach the plate coach for an interpretation of the rules.
- c) The plate coach is the only ones that can call "TIME".
- d) 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.
- 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. Failure to do so will be no cause for the plate coach to change the result of the play.
- f) The plate coach must call out all strikes, dead hit and foul balls as quickly as possible.
- g) The plate coach must make sure the fielders are all behind the playing line and the pitcher is in his proper position before play is called for the next batter.
- h) It is the duty of the plate coach, after he has been notified, to call out "LAST BATTER".
- i) The plate coach may terminate a game before its completion for reasons of darkness, bad weather or dangerous field conditions, etc.
- j) The plate coach shall have the authority to rule on any situation not covered specifically in the Official Playing Rules.