

MORGAN COUNTY 2009 T-BALL RULES

Requirements to be eligible to play the Morgan County T-Ball League:

- A. Must live within the boundaries of the Morgan County School System.
- B. Must have birth certificate on file with the Morgan County Parks And Recreation Dept.

1. Age and birthday cut off is May 1st. No child will be allowed to play if they have reached the age of 7 prior to May 1st. Also, a player must have reached the age of 5 by May 1, 2009 to be eligible to play.
2. Base length will be 50 feet.
3. Time Limit: 1 hour and 15 minutes or 5 innings.
4. Batting helmets with chin straps are mandatory.
5. There is no stealing and there is no leading off the base until the ball has been batted for the tee.
6. There are no bench warmers in T-Ball. All team members play at all times during a T-Ball game (there will be 5 infielders, all other players must be in the outfield). All infield positions must be filled. No catcher will be used.
7. If a base runner advances past the half way mark before the pitcher has control of the ball in the circle he/she is awarded the advanced base. The play stops when the pitcher enters the circle.
8. Only T-Ball bats will be used.
9. If a child is on a T-Ball team he/she is not eligible to play other county baseball or softball.
10. On a ball batted directly at the pitcher in the circle: it is a dead ball UNLESS the pitcher attempts to make a play. Exception to the dead Ball will be a forced advanced.

11. One warning (per team) will be issued for slinging a bat. The next time the batter is out.
12. Infielders can play no closer than 38 ft while the batter is batting.
13. Outfielders can play no closer than 20 ft behind the baseline until the Ball is hit.
14. The offensive side is retired when three outs are made or when 10 Batters have batted.
15. The batting line up will consist of the entire roster present.
16. Batters must take a full swing. NO BUNTING.
17. Batters will get 3 strikes. If fouled (batter has to make contact with the ball not the tee to be considered a foul ball) on the 3rd strike the batter will swing Again until he/she strikes out or hits
18. Three defensive coaches are permitted on the field (one infield, and two outfield for instructional purposes). Coaches are not permitted to touch a live ball but they may instruct players. Three offensive coaches are permitted (2 in the coaches boxes, 1 at home plate, for instruction to runners and batters.) Coaches may not physically assist players. Penalty for defensive coach: offensive player is awarded 1 extra base. Penalty for offensive coach: offensive player is out.
19. If a ball hits a defensive coach it is still a live ball.
20. All shirts have to have a number on the back, front or sleeve.
21. The pitcher has to be the one to stop play in the circle.
22. An overthrow in foul territory (the ball must go past the 3 ft running line) It is an automatic one base award and is a dead ball. On the 10th batter The overthrow will not be a dead ball and play continues until 3rd out is Made or pitcher is in the circle. An overthrow will be from start of the running line to first base and extend past 1st base 3 ft. (see diagram)

23. The Worth RIF Level 5, Wilson Level 5, and Riddell Level 5 balls will be used. Leather preferred but not required.
24. The coach that is placing the ball on the tee must remove the tee from home plate after the ball is hit if there is a runner coming home. The tee has to set on top of home plate.
25. If a coach removes a player during the game then that player will not be allowed to reenter the game.
26. If a child is injured and blood is showing on the child and his/her clothing then the clothes must be changed and all blood removed before the child can reenter the game. The child may play the remainder of the game in street clothes.
27. **Any player, coach, parent or fan removed from a game for unsportsmanlike conduct will be suspended for a minimum of one game. This person will not be allowed anywhere on the premise site of the next ball game. If this person persists in attending the above game, then the game will be a forfeit.**
28. No underhand rolling of the ball, by any player on the field, will be allowed. If this occurs it will be a dead ball and runners advance one base.
29. On an attempt to make an out at 1st, 2nd and 3rd base the ball has to be thrown. Due to having no catcher the ball does not have to be thrown to home but a run down and tag can be made for the out. Run downs are not allowed otherwise. Regular baseball tag outs are allowed.
30. The pitcher has to stay inside the baseline when receiving the ball from the outfield. If the pitcher crosses the baseline into the outfield it is a dead ball and runners advance one base. Pitcher is allowed to field the ball in foul territory between home and first, and home and third.
31. After an out is made at base the player must throw (not roll) the ball back to the pitcher. The penalty for rolling will be a dead ball and runners will advance one base (The out still counts).
32. No under handrolling of the ball, by any player on the field will be allowed. One warning per team will be given. Penalties are applied after play stops

(one base advancement)

33. A pitcher fielding the ball near the first base line may be in position to make an out at first base.
 - B. A pitcher fielding the ball near the third base line may be in position to make an out at third base or chase a runner back to third.
 - C. A pitcher out of the circle accepting the ball from the outfield, may be in position to tag a runner going to second base.
 - D. A pitcher out of the circle accepting the ball from the outfield, may be in position to tag a runner going to third base.
 - E. Any defensive player can make the play a home.
34. All infielders, have to stay inside the 20 foot line (this line need to be drawn on the field)

T-Ball

