

IRONDEQUOIT ATHLETIC ASSOCIATION  
T-BALL LEAGUE RULES

Page 1

1. Diamond Size: 50' between bases.  
35' pitcher to batter.
2. Length of the Game
  - a. Six (6) innings constitutes a game.
  - b. It is the manager's job to control him/herself, coaches, players and fans.
3. Game Start-up
  - a. Weekday games start at 6:30 p.m. SHARP.
  - b. In the event that a team does not have enough players to field a team, a scrimmage can be played with players "loaned" from the opposing team. The game will not be rescheduled.
  - c. No game can be postponed due to lack of players or absence of manager/coach.
  - d. First Base Bench is reserved for home team. Home team is responsible for field layout, including base positioning and base bag removal after game.
  - e. Both teams will have possession of the field prior to each game. Home team will have possession of the field 30 minutes before game time. Visiting team will have possession of the field 15 minutes prior to game time.
  - f. The home team manager is responsible for postponing a game due to inclement weather. Managers should not make this decision without consulting with the opposing manager. Make the decision together. If either side decides the game should not be played, it will be cancelled.
  - g. Only registered and uniformed players will be allowed to play.
4. Scoring
  - a. Each team will be limited to three (3) outs or five (5) runs per inning (whichever comes first) for the entire game.
  - b. No official score will be kept. There should be no winners or losers and there will be no standings.

IRONDEQUOIT ATHLETIC ASSOCIATION  
T-BALL LEAGUE RULES

Page 2

5. Players

- a. The intent of this league is to instruct the players and provide the opportunities for multiple field positions during the course of the season. We strongly recommend that during the course of the game, managers assign players to several different positions.
- b. All players present for the games must play defensively for the entire game. Normal infield positions are played, with all remaining players playing the outfield. Normal infield positions are defined as having the infielders positioned no closer than the base lines. The outfielders should be at least fifteen (15) feet beyond lines or on the outfield grass.
- c. Each player will be assigned a position in the batting order. The batting order will be adhered to for the entire game and will include all team members present. Every player will get a turn at bat. If players arrive after the game has started, they will be placed at the bottom of the line-up as the last in the batting order.

6. The Tee and Pitching - The following rules pertaining to the Tee are designed to encourage each player to hit a pitched ball. Generally the Tee should be used as a tool for learning for first year players. As the season progresses, teams should rely on the Tee less.

- a. Hitting from the Tee Only
  - A swing that hits the Tee is treated as a strike.
  - A checked swing is a strike.
  - A foul ball on the third strike is treated as a foul and is replayed.
- b. When the Tee is being used, the pitcher will become a fielder and play at the pitcher's mound with his foot no closer than the pitcher's rubber.
- c. Any player hitting of the Tee may only advance to first base regardless of where the ball is hit. Players on the bases may advance no more than one (1) base if the batter hits from the Tee.

IRONDEQUOIT ATHLETIC ASSOCIATION  
T-BALL LEAGUE RULES

Page 3

- d. The manager or coach has the option of pitching underhand or overhand. The object is for the batter to hit the baseball.
  - e. When a manager or coach is pitching, if the ball is hit in fair territory, it is in play regardless of how far the ball travels.
  - g. When the ball is being pitched by the manager or coach, the designated pitcher will take a fielding position off to the side of the pitching mound, 35' from the batter. Under no circumstances will the manager or coach field a batted ball or throw the ball while the ball is in play.
7. Base Running and Time Out
- a. A time out may be called only after the ball is in the possession of a player in the infield. Once time out has been acknowledged, the runners will stop at the next base if he is halfway or further. If the runner is less than halfway to the next base, the runner must return to the "made" base.
  - b. Base runners should be controlled. The purpose of this league is not to force fielders into poor throws, resulting in base runners advancing to the next base on errors that would not normally occur if the fielders had better abilities.
8. Equipment
- a. Official Little League helmets MUST be worn by all batters, base runners, and player coaches.
  - b. Catchers MUST wear helmet, mask, chest protector, shin guards, and protective cup. A player warming up the pitcher during the game or on the sidelines MUST also wear a mask.
  - c. Long pants MUST be worn. NO SHORTS are allowed.
  - d. METAL spikes are NOT allowed.
  - e. Protective cups should be worn by all players.
  - f. All bats issued by the IAA are legal. All other bats must meet Little League standards. For example, wooden bats must have tape on the handle. For further information refer to the Little League Rule Book.

IRONDEQUOIT ATHLETIC ASSOCIATION  
T-BALL LEAGUE RULES

Page 4

9. Injuries

- a. If a player is injured while at bat and cannot continue, the next batter will come to bat with a 0-0 count.
- b. If any player (offensive or defensive) is removed for the game due to injury, they may re-enter at the manager's discretion.

10. Miscellaneous

- a. No bunting, sliding or stealing allowed. On an obvious slide, after the first team warning, the runner is declared out. A slip should not be considered a slide.
- b. Unless otherwise noted above, official Little League Rules will be used.
- c. **There will be no on-deck circle, and no swinging the bat until the player is at the plate (per Little League Rules).**
- d. Coaches or parents will act as umpires.

ANY QUESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE LEAGUE PRESIDENT.