

2010 NESLL T-Ball Rules



NESLL T-ball Philosophy

The philosophy of NESLL T-Ball Division is to provide a fun learning environment, in a non-competitive manner. This does not mean we want unrealistic baseball, but rather a situation where players will enjoy baseball and become prepared for kid pitch baseball.

There is a wide disparity of talent at this level; therefore, these rules are designed to allow all players to have an enjoyable experience.

Safety Issues

- All batters and base runners must wear helmets.
- No on deck batters allowed.
- No player can be in possession of a bat in the dugout or bench area during games.
- Do not allow players to pick up bats in practice without being instructed to do so.
- No head first sliding, feet first is O.K.

Managers/Coaches are responsible for keeping the kids safe at all times. All players must be in the dugout or on the bench during games. Most fields don't have dugouts, so having each child bring a five gallon bucket to sit on will help prevent them from running around during games.

General Game Rules

1. A game is 3 innings long and is limited to 1 hour. No new inning can be started after 1 hour.
2. Home team supplies balls.
3. Umpires are pretty flexible at this level - usually the base coaches or defensive coaches can umpire each ½ inning.
4. Game can be canceled due to rain by agreement of coaches. Rainouts are not rescheduled by the league. Coaches can reschedule games on NESLL fields, if available (check with league coordinator).
5. No score is kept.
6. Use of catcher is optional.

Batting

1. 10 batters per ½ inning, or each player if team has less than 10, if both teams have more than 10 players and both coaches agree, you can bat all players bat. If you choose to bat all players, it is imperative to have batters ready and keep the flow of the game moving. The batting order will consist of all players at the game.
2. **NO ON DECK BATTER IS ALLOWED.**
3. A batter shall not throw the bat. Player's Manager shall issue a warning for the first infraction per at bat, second infraction the batter is out. Coaches should work with players in practice to avoid this in games.
4. No infield fly rule.
5. A fair ball must travel a minimum of 15 feet.

Defense

1. Ten players in the field including a catcher, catcher's gear is not provided, so if a catcher is used they must not be behind the batter to avoid being hit by thrown bats. Have the catcher wear a batting helmet. If you choose not to utilize a catcher, play your 9th player as a 4th outfielder. You are not permitted to play extra infielders, outfielders should play a reasonable distance from the infield, it is the manager's responsibility to have the outfielders play in the outfield.
2. "Short fielders" and playing directly behind second base is not allowed.
3. No player shall play the same position twice in the same game. All players change positions each inning. All players sit out equally.
4. A maximum of 3 defensive coaches may be used.
5. When the fielding team makes an out or double or triple play (yes it happens), please remove the players judged to be out from the bases, it is up to you to explain why they are out. When a fielding team makes an out they deserve to be rewarded, don't leave a child on base even through they were out, they need to learn that part of the game too.

Field Dimensions

1. Bases will be 55 feet apart.
2. Player at the pitcher position will be 45 feet from home plate.

Base Running

1. No leading off or stealing.
2. No extra bases on an overthrow except the base you are going to, this means on an overthrow to firstbase the runner stays at first and does not advance to 2nd.
3. All base runners must stop at the next base when the ball is returned to the infield. If an outfielder has the ball you may run until the ball is returned to infield.
4. These rules apply even for the last batter in each half inning.
5. Fielders may not obstruct runners in the baseline.
6. Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.
7. Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.