

**VINE INGLE LITTLE LEAGUE
2020 LOCAL POLICIES & RULES
T-BALL LEAGUE**

LEAGUE STRUCTURE

1. The league shall consist of a number of teams and a number of players per team as set by the Board based on registration numbers. The players will be league ages four (4), five (5) and six (6).
2. Manager will be selected by the league Vice President subject to Board approval. There shall be a manager and one coach freeze for the draft. Managers shall select three coaches and a dugout parent who may assist within the playing field and dugout area during games.
3. Tryouts and the draft will be conducted by the Player Agent.
4. Score will not be kept in T-Ball and there will be no play-offs or tournament.

SPECIAL PLAYING RULES

5. The T-Ball League will utilize a standard batting tee and safety-proof baseballs/softballs. The baselines will be 55 feet in length. The pitching rubber will be 40 feet from home plate. An 8 foot line extending from the first base line to the third base will be used to determine when the ball is in play. A batted ball that does not go beyond this line will be called a foul ball. A double first base will be sued. See Little League Rule 7.15. All players must keep their jerseys tucked into their pants.
6. A regulation game will be three complete innings or a time limit of one (1) hour and fifteen (15) minutes, whichever comes first. No inning will start after the time limit expires.
7. The offensive team (team at bat) will be made up of the entire roster in attendance at the game with each player present batting each inning. The offensive team will notify the umpire trainee and the defensive team when the last batter comes to the plate. Adult coaches will be allowed at first and third bases as there is at least one adult in the dugout.
8. The defensive team will consist of all players in attendance at the game. Only five (5) players will be allowed in the infield. No catcher will be used. All outfielders must play back on the grass behind the white line. Three adult coaches, other than the coach pitcher as allowed in Rule 10, will be allowed in the field while their team is on defense but must stand in the outfield area behind the white line and must not interfere with play.
9. The player pitcher must have one foot on the rubber until the ball is hit.

10. At the manager's option, a coach may pitch up to three balls (from no closer than twenty feet and by whatever means of delivery) to a batter to let the batter attempt to put the ball in play. If the batter does not put the ball in play by the third pitch, or if the manager opts not to use the three coach pitches, then the tee will be used. The batter may take as many swings as necessary to put the ball in play. If the batter knocks over the tee when he swings, the ball is dead. All balls hit without knocking over the tee are playable balls. A batter will not get another pitch from the coach when the third pitch results in a foul ball. The coach pitcher must leave the playing field once the ball is put into play.
11. Whenever a coach is pitching and accidentally gets hit by a fair batted ball, the ball will be live and in play. If the coach attempts to field a batted ball, the umpire trainee will call a no-pitch and a dead ball.
12. If in the umpire trainee's judgement the batter slings the bat, the umpire trainee will warn the batter and notify both teams about the warning. Any subsequent slinging of the bat will result in the umpire trainee calling that batter out and no runners may advance.
13. All players must wear a batting helmet while at bat and while running the bases.
14. The league will provide bats and helmets. Players may use their own bats and helmets as long as they comply with Little League specifications.
15. The ball is dead and all base runners must stop the moment a thrown or carried ball crosses the plane of the radius circle around the rubber. On a batted ball to the pitcher, the pitcher may try to make a play on a runner or he may hold the ball up to signal the end of the play. Runners may advance one base if forced to advance by the batter's advance to first base.
16. The base runner cannot lead off or steal. He may leave the base once the ball is hit.
17. On any overthrow to first or third base that goes outside fair territory, the ball will be declared dead and the runner will be placed on the base to which the play was made.
18. The infield fly rule does not apply.