

Huntertown Lions Baseball & Softball

Co-Ed T-Ball (Age 5)

The T-Ball division is intended to teach players the fundamentals of the game, foster good sportsmanship, and initiate team play. In keeping with this theme, game scores and team records will not be kept.

Standards of Play

- Games will be played at Huntertown ballpark on **Diamonds 4**
- Distance between bases is **55 ft.** The pitcher position distance is **35 ft.** Outfield fence depth of **100 ft.**
- Tee ball style bats and soft compression standard size baseballs will be used

Umpires

- Umpires have been provided appropriate training—**Calls made by the umpire are final.**
- Disagreements with an umpire's call may ***only*** be made by a prespecified coach, and ***only*** in a respectful manner.

General Game Rules

- If a team fields fewer than **7** players, teams should share players so that a game may still be played
- Every player will be in the batting order and on defense. Coaches must rotate players on defense.
- Games end after **5** innings or **60** mins (hard stop). A half inning ends when the batting team bats all their players in the lineup or **when accruing three outs.** Teams must declare when their last batter is up.
- The designated home team uses the third base dugout.
- A dead ball is called by the umpire: *(i)* When the initial play is determined to be over, *(ii)* the ball is thrown from the outfield and breaks the plane of the infield baseline, *(iii)* arm motion from an infielder throwing to home, or *(iv)* in the event of an injured player (umpire's discretion)
- Position-specific requirements: *(i)* The pitcher (player) may not leave the mound area until the ball is put in play, *(ii)* No catchers are used *(iii)* 1st & 3rd Basemen must play at least 2 feet away from their base, *(iv)* 2nd baseman and Short-Stop may only play just in front of the base path, and *(v)* Outfielders (all remaining players) should be spread around evenly
- If injured/ill, a player skipped in the batting lineup is not out. They may re-enter the game.
- Helmets must be worn by players while on deck, at bat, and on base. Only one player may be on deck.

Batting

- There are no strikeouts in t-ball
- Any struck ball that doesn't advance at least 8 feet in front of the plate is a foul ball (play is dead)
- A coach may assist the player hitting off the tee for the first game only.
- A team gets one warning per game if a bat is thrown. Subsequent occurrences will be an out.

Baserunning

- Base runners may not lead off and no base steal attempts are allowed.
- No extra bases are allowed on a defensive overthrow/misplay
- The umpire will remove the tee when a play is to be made at home plate.
- In a bases loaded situation, the defensive team should not continually make the force out at home.

Equipment

- Coaches are responsible for the care and return of the gear bag to the shed after the day's last game

Civility & Team Courtesy

- Players, coaches and spectators are expected to exhibit good sportsmanship and show courtesy at all times.
 - ***The league has ZERO tolerance for anyone acting in a threatening nature at any Huntertown Lions event.***
 - Any player, coach, or spectator who violates the above, or who acts or speaks in a socially inappropriate manner (e.g. derides, baits, harasses, intimidates, etc.) to anyone, including the umpire, may be ejected from the game and expelled from the property. **The Club investigates all incidents and further disciplinary action may be imposed.**
- All players must clean up the dugout and surrounding area after the game or practice.