LOUISIANA LITTLE LEAGUE®
T-BALL BASEBALL
OFFICIAL PLAYING RULES
REVISED 2020

Current Little League Baseball & Softball, Inc. playing rules for minor league apply to the T-Ball Division with the following exceptions and additions as noted below.

Rule 1 – OBJECTIVES OF THE GAME

1.1 The Team
(a) Shall consist of players that are League Age five (5) and six (6).
(b) No more than fourteen (14) Players shall be listed on the official roster. Each team shall have a minimum of twelve (12) players listed on the official roster.
(c) Each team must have four (4) coaches listed on the official roster.

1.2 Official Ball and Equipment
(a) A Level 10 training baseball shall be used in ALL T-Ball games. Rubber indoor Tee Balls are not acceptable.
(b) The bat must be a baseball bat that meets Little League specifications and standards. It shall not be more than 2 5/8" inches in diameter and must bear the USA Baseball logo. The bat may also carry the mark of "Tee Ball." **See LL Rule 1.10**.
(c) All offensive players must wear an approved batting helmet during their turn at bat and while on base.
(d) The Catcher must wear an approved batting helmet with a safety face guard that is attached to the helmet.
(e) A Tanner Tee or equivalent shall be used in all Tee Ball games. The tee should be placed directly on the middle of Home Plate during each at bat.

1.3 Mandatory Play
(a) A team's substitute(s) must play a minimum of half the game.
NOTE: Substitutes must enter the game at the beginning of the third inning defensively for that team.

1.4 Protest
(a) The usual protest procedure shall be followed.
(b) The ruling shall be made before play resumes; if the tournament director cannot make a ruling, then the District Administrator shall be contacted.
(c) No T-Ball game shall be replayed because of protest.

1.5 Forfeits
(a) The Louisiana Little League State Tournament Committee is the only one who can declare a game forfeited.
(b) Team(s) who DO NOT show up for tournament play AND who do not notify the tournament director, may be subject to forfeiting the game in question after a 30 minute wait after the official game time.

Rule 2 – GAME PRELIMINARIES

2.1 Regulation Game

(a) A regulation game will consist of 4 inning; three and one-half if the home team is winning.
(b) The game may be shortened if the score becomes "mathematically" impossible for one team to win or tie.
(c) The teams must play a minimum of two and one-half innings before a game can be declared "mathematically impossible".

2.2 Defense Alignment

(a) Ten (10) players listed in the batting order will be allowed to play defense.
(b) Only the Pitcher, 1st baseman, 3rd baseman, or the CATCHER may make a play at home plate after the ball is put in play.
NOTE: No other infielder or outfielder may make a valid play at home plate.
(c) When the ball is put in play, the pitcher is allowed to make a play at first base if the batted ball is on the first base side of the "**CONE**" which runs from home plate to the outside of the pitcher's circle. Otherwise the pitcher is required to throw the ball to first base. This also applies to the pitcher when making plays to 3rd base.
(d) If the catcher fields a batted ball in front of home plate the catcher must throw the ball to first, second, or third base to retire a runner.
(e) If an outfielder is in a position on the infield before the ball is put in play, the offensive team may choose the result of the play OR have the batter bat over.
(f) Outfielders may make a play at the base closets to them at the time the ball is put in play.
See Diagram of the "CONE".

PENALTY: If anyone other than the pitcher, 1st baseman, 3rd baseman, or the CATCHER makes a play at home plate, the runner(s) are called safe and the ball remains live until the ball is declared dead by the umpire(s).

All defensive players must play his/her position. For safety precautions the First Baseman and the Third Baseman shall not play more than thirty (30) feet from their designated bag. The Shortstop and Second Baseman shall not play any closer than the pitching rubber. Outfielders shall play at least twenty (20) feet behind each base which shall be marked with a white line or hash marks.

2.3 Side Retired

(a) The offensive team is retired when the third (3rd) out is recorded in each half inning.
(b) The next inning shall begin where the previous inning left off in the batting order.

2.4 Overthrow

(a) On any attempted play at a base or on an overthrow back to the pitcher's circle, the runner(s) will be permitted to advance at their own risk no more than one base. There can only be one overthrow when the ball is put into play.
(b) When an overthrow goes into a dead ball area, i.e. dugout, the runner will be awarded one base without liability of being put out.
NOTE: A thrown ball from an outfielder is not considered as an overthrow.

Rule 3 – PUTTING THE BALL IN PLAY/BALL BECOMES DEAD

3.1 Putting the Ball in Play

(a) When all defensive players are in their positions in the infield and ready, the umpire shall place the ball on the tee and announce "**PLAY BALL**".

3.2 Ball Becomes Dead After Play is Over

(a) A batted ball put into play only becomes dead when a home run is hit outside the field of play, or when **one** of the following occur:

1) The batted ball is returned (by the Defense) to the pitchers circle and is controlled by the pitcher.
2) The ball is thrown and is controlled by the pitcher in the pitcher's circle. (A throw is defined as being thrown overhand)
Exception: If the pitcher immediately turns and throws the ball, the ball is still in play until the ball is returned back to the pitcher. If the pitcher holds the ball and does not attempt to make a play, the ball shall be called dead.

PENALTY: Ball is dead and each runner will be awarded one base.

NOTE: A Side Arm throw is acceptable under this definition. Rolling the ball and/or a under hand throw are not acceptable as a way to return the ball to the pitcher.

(b) The pitcher is responsible for returning the ball to the umpire at home plate once it enters the circle and is declared dead, or the ball comes to rest in an area judged by the umpire to become a dead ball.
(c) If the pitcher does not control the ball, or the ball does not come to rest in the circle, it will be treated as an overthrow.
(d) Once the ball has entered the pitcher's circle and is declared dead by the umpire, there can be no other defensive plays made on any base runner.

NOTE: This rule does NOT apply to the last batter!

Rule 4 – THE BATTER

4.1 Batting Order

(a) The batting order shall consist of all players listed on the team line-up sheet for the game.
(b) The line-up sheet shall contain the entire roster of players present and in uniform. The maximum number of players on the roster shall be fourteen (14).
(c) The offensive team shall bat until the side is retired each inning or until all players have batted once in the inning.

NOTE: Each team will bat the equal number of batters each inning unless three (3) outs are made. The number of batters will be determined by maximum number of players for either team.

See Rule 2.3 – Side Retired for definition.

4.2 Strike Out

(a) The batter strikes out when he/she receives three (3) strikes.
NOTE: The batter cannot strike out on a foul ball.
(b) If they hit a foul ball on the second swing, they will receive another swing until they miss the ball or put the ball into play.

4.3 Last Batter

(a) The last batter of each inning is a free runner when he/she puts the ball into play.
(b) To constitute the last out of each inning one of the following must happen:
1) The last batter's fly ball is caught;
2) He/She is tagged out between 3rd base and home plate by either the pitcher, first baseman, third baseman, or the **CATCHER**;
3) The ball is thrown into the pitcher's circle where it is declared a dead ball;
4) The last batter is retired at first base by the defense;
5) A third out is made by the defense.

NOTE: If the last batter hits the ball and it bounces over or rolls under the outfield fence, it is declared a ground rule double. The offensive team will have the choice of either taking the at-bat with the results of the play OR putting runners back on base and having the last batter come back and bat again. Runner(s) who score **(Touch the Plate)** before the last batter is put out, shall count.

4.4 Batting Out of Turn

(a) If batting out of turn is discovered during the at-bat, the correct batter shall be placed in the batter's box and inherit the strike count from the incorrect batter.
(b) If batting out of turn is discovered after the ball is put in play, but before another batter bats, the incorrect batter shall be removed from the base and any advance(s) by any preceding runner(s) shall be null and void and returned to their original positions on base before the infraction of batting out of turn.

4.5 Foul Ball

(a) The ball is foul if it travels less than 20 feet in fair territory from home plate as shown by a circle on the field.
(b) The ball is foul if it is hit outside the foul lines down first or third base.
(c) The ball is also foul if the batter hits the tee with the bat causing the ball to fall from the tee.
(d) Foul balls will be considered strikes except on the last strike. The batter may swing again until they strike out, they are retired by the defense or they reach base safely.

Rule 4 – THE BATTER (Cont'd)

4.6 Bunting
(a) Intentional bunting is not allowed in T-Ball.

4.7 Infield Fly
(a) The infield fly does not apply in T-Ball.

Rule 5 – THE RUNNER

5.1 Base Runner
(a) Players on base must stay in contact with the base until the ball is hit and put in play.
(b) When runners have advanced after a batted ball as far as they can go, the umpire shall call "TIME".

PENALTY: If a base runner is not in contact with the base when the ball is hit, that runner will be sent back to the base involved and all other runners shall be returned to their base and the batter **SHALL** bat over.

(c) There is NO Stealing of bases allowed. Base Runners must stay in contact with the base until the ball is hit!

PENALTY: For stealing and/or leaving the base early;
1. First offense, the player will be sent back to the base;
2. Second offense, the coach will be warned;
3. Third and subsequent offenses the coach shall be ejected.

Rule 6 – THE PITCHER

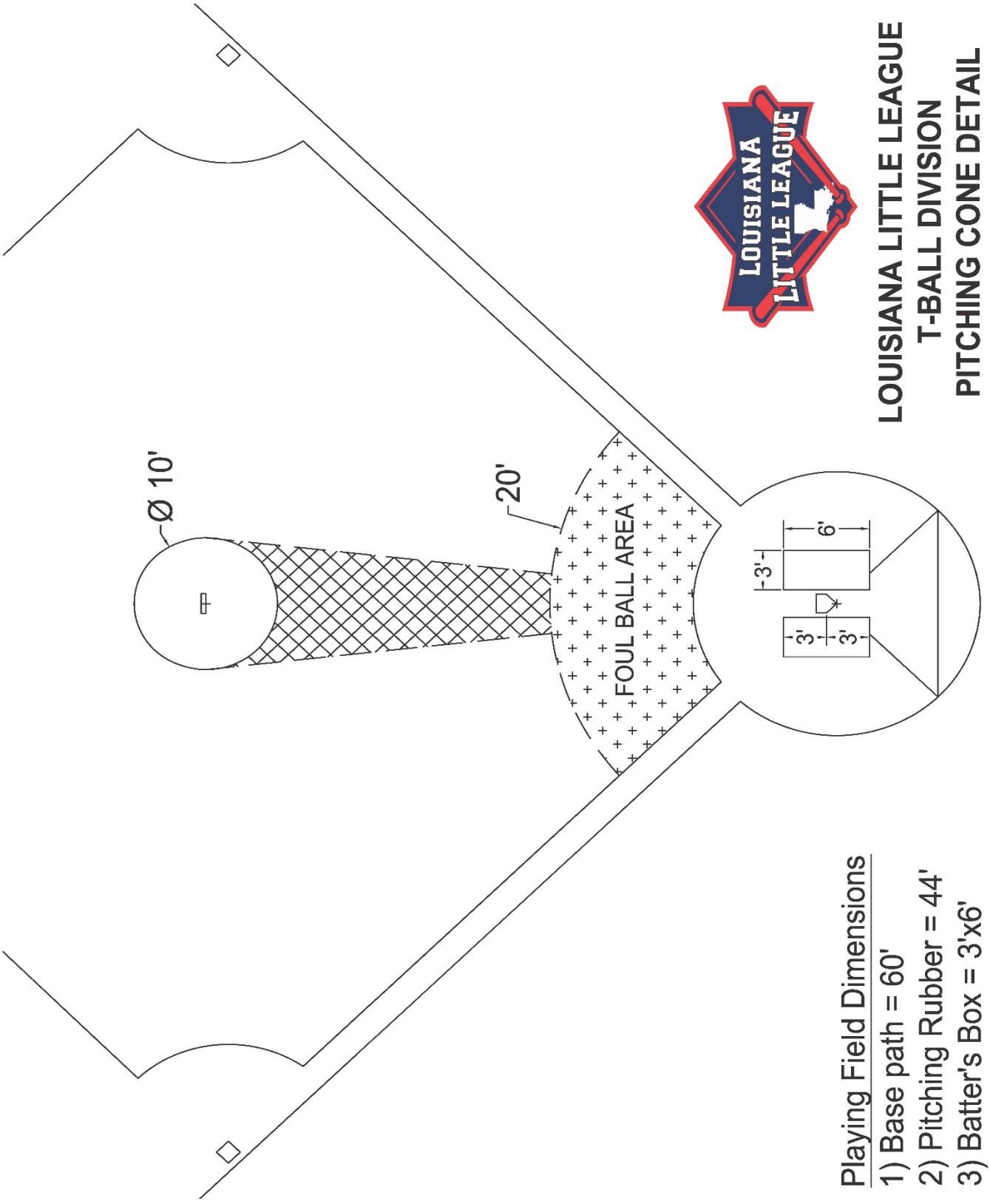
6.1 Pitcher
(a) The pitcher shall keep both feet on the pitching rubber until the ball is put in play.
(b) The pitcher's rubber shall be 44 feet from home plate.

PENALTY: If the pitcher leaves the rubber to early, the offensive team will have a choice of taking the results of the play or having the batter come back and bat again.

THE ABOVE RULES WERE APPROVED BY THE VOTE OF ALL LITTLE LEAGUE® DISTRICT ADMINISTRATORS IN LOUISIANA ON MARCH 10, 2020.

THESE RULES WILL NOT CHANGE FOR THREE (3) YEARS UNLESS THERE ARE SAFETY ISSUES THAT NEED TO BE ADDRESSED OR LITTLE LEAGUE INTERNATIONAL RULES & REGULATIONS ARE CHANGED!

LOUISIANA LITTLE LEAGUE
T-BALL DIVISION
PITCHING CONE DETAIL



Playing Field Dimensions

1) Base path = 60'
2) Pitching Rubber = 44'
3) Batter's Box = 3'x6'