

## 2021 Texas District 2 Little League Baseball Modified T-Ball Rules

The Official 2021 Little League Rule Book shall govern play except as modified below.

**REMEMBER:** These are 5-6-year old's and the game is being played for their benefit. Good sportsmanship is expected always.

**COACHES:** Each team will have 1 manager, 2 official coaches and 1 pitching coach for a total of 4 coaches. Modified T-ball will place a defensive coach behind the plate to throw the ball back to the coach in order to help speed up the game. Any adult that comes in contact with the players must have passed a background check. All coaches must be listed on the team roster. Teams must have 8 players present within 15 minutes after start of game. THIS IS NOT AN AUTOMATIC FORFEIT, but up to the local league to replay the game later. Local league may decide to play with only 7.

**TIME LIMIT:** 1 hour (60 minutes) or 5 innings, whichever comes first. An inning consists of 3 outs on defense and 3 outs on offense for a total of 6 outs. The inning being played must be completed when time is called, but no new inning will start after game time has been called unless there is a tie. See below for ties.

**TIE GAMES:** In case of a tie, another inning may be played if there is at least 30 minutes until the next regularly scheduled game or it is not past the 10 pm curfew. If game is still tied after one inning, the local league will determine how to handle it. **Tournament: The tie will be played off.**

**SCORING:** Each team will be allowed 7 cumulative runs per inning or 3 outs, whichever comes first. For example, if the visiting team scores 5 runs in the first inning, they can score up to 14 runs in the second inning before the inning is over.

**WEATHER:** If a game is called due to weather, it will not count as an official game for modified t-ball unless 3 innings have been completed or 2 ½ if the home team is ahead. The game will be rescheduled if not complete and will be continued at the point it was stopped. Batting order will remain the same, but if a player is missing from the original roster, an out is not recorded. The batter is simply skipped in the order.

**BATTING ORDER:** The batting order shall be the entire roster of players and ALL PLAYERS will play in the field. The batting order will exactly follow the roster presented at the beginning of the game for the entire game. The batting order will only change if a player is not able to take his turn (i.e. due to injury, illness or bathroom break). An out WILL NOT be recorded for this. If a player arrives after the rosters are exchanged by the coaches, then the name is added to the bottom of the roster/batting order.

**INFELDERS:** The pitcher must begin play with 1 foot inside the pitcher's circle (10-foot circle). All infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the box and the ball is put into play. ALL teams can have no more than 50% of outfielders positioned in shallow outfield. All outfielders may be positioned deep in the outfield, though. When the tee is brought out, the pitching coach must go outside the foul line and the pitcher must have both feet on the rubber before the umpire calls PLAY BALL. **PENALTY:** If the pitcher is not in the correct position & the batter hits the ball and advances along with any base-runner safely, play stands. If not, ball is dead and runners and batter advance one base. **Tournament: No team may have more than 12 players on the field at one time. Additional players must take turns playing in the field.**

**BATTED BALL:** If a batted ball hits the pitching coach, it is a dead ball. **If a thrown ball hits the pitching coach, the ball is DEAD and the batter is out. NO RUNNERS ADVANCE.**

**PITCHING COACH:** All pitching will be done by the pitching coach. The ball will be delivered to the batter with one foot remaining behind the 25' line from home plate. If no line is visible, one foot must remain inside the pitching circle while delivering the ball. The pitching coach may elect to be further back than 25', but no closer. Pitching coaches may be changed, but only at the beginning of an

inning. **EXCEPTION:** If the pitching coach is injured, he/she may be replaced at any time. However, he/she may not reenter the game after that point. Pitching coaches can coach from the mound, but once the ball is hit, the coach must no longer coach the runners or fielders and must remove himself as quickly as possible from the line of play to avoid interference. The pitch must be thrown over-hand and can be delivered kneeling or standing. When the tee is brought out, the coach must remove himself outside the foul line away from the field of play and can no longer coach.

**TEE-BALL BATTER:** Each batter will receive 3 pitches. If the 3<sup>rd</sup> pitch is not hit fair, the tee will be placed on home plate and the batter will be allowed 2 more swings off the tee. The umpire must call PLAY BALL before the batter swings. If batter swings before PLAY BALL is called, the ball is dead and the batter is out. No bunting or half swings allowed. These will be called strikes. If the second swing on the tee is fouled, the batter will be allowed one additional swing from the tee. The ball must be hit fair or the batter is out. If the batter throws the bat, a warning will be given the first time. If it occurs a second time, the batter will be called out.

**HIT BY PITCH:** A batter hit by a pitched ball WILL NOT be awarded first base. The pitch will count toward the player's maximum number of pitches.

**BASE RUNNERS:** There will be no base stealing. Runners can advance at their own risk if an error is made when the ball is thrown back to the pitcher or from any other defensive players. Play is stopped when the catcher or the pitcher kill the play by stepping on home plate or the pitching rubber while holding the ball. All base runners who have not completely reached the next base will have to return to the previous base. The umpire will indicate which runners need to go back.

**PINCH RUNNER:** There is NO SPECIAL PINCH OR COURTESY RUNNER in tee-ball since all players bat and play in the field.

**CATCHER'S: ALL CATCHERS MUST WEAR COMPLETE CATCHER'S GEAR** (males must wear a protective cup). Catcher's masks MUST HAVE A DANGLING THROAT GUARD on all masks including the hockey style mask. **Catcher's mitt is optional** (rule 1.12).

**HELMETS:** Pitchers **MUST** wear the full batting helmet with the face shield. All batters must wear a batting helmet, but the face shield is optional. Any spray-painted helmet will not be allowed.

**BATS:** All bats must have the new USA baseball stamp to be eligible for use. The bat cannot be longer than 26 inches modified t-ball.

**COACHING OUTSIDE THE FIELD OF PLAY:** No team shall station a coach, player or parent on the opposite baseline off the field to instruct, coach or communicate in any manner with their own players.

**DISCIPLINE:** All coaches must have the umpire's PERMISSION by calling TIME to be on the field at any time during play. Failure to do so will result in DISCIPLINARY ACTION, except in the case of injury to a player. No coach will charge out of the dugout when questioning an umpire's decision. An act of this manner will result in IMMEDIATE DISMISSAL from the game and the ball park. If ejected from a game, the ejected coach will serve a one-game suspension for the following game. This means the coach cannot be on the park premises unless special permission is granted by the head umpire. Harassing of umpires, opposing players, or opposing coaches WILL NOT be permitted for any reason. The manager will be responsible for the acts of their players and parents. This also includes the harassment of their own sons/daughters and teammates. DISMISSAL from the game and ball park can be the penalty for violations of this rule.

**UNIFORM:** All players must be in full uniform with a jersey with a number on the back and a cap.

**PLEASE MAKE A POINT TO READ YOUR LITTLE LEAGUE RULE BOOK FOR MORE INFORMATION!**