

PRAIRIE VILLAGE

T-Ball

IN-HOUSE RULES - *(Updated 2/9/24)*

*ALL RULES NOT COVERED IN THE FOLLOWING PAGES WILL BE GOVERNED
BY CURRENT OFFICIAL BABE RUTH AND CAL RIPKEN RULE BOOK.*



League President: _____

Vice President: _____

T-Ball Commissioner: _____

Secretary: _____

Umpire Coordinator: _____

League T-Ball Rules

Game Rules

1. All players must play every inning.
2. All games are one (1) hour long or six (6) innings. There is a six (6) run limit per inning except for the declared final inning. **The final bat around inning will start at the 45-minute mark. If the visiting team is still batting at the 45-minute mark, that inning becomes the final bat around inning. If the home team is batting, the next inning will be the final bat around inning. In the final inning, a team may score as many runs as possible before accumulating three (3) outs or until all players have batted. (See rule #8 under BATTING for Bat Around rules)**
3. All games will finish the inning in progress if needed. If the home team is batting and ahead in score, the game will end at expiration of time. Time limits are in effect when the previous inning is completed.
4. The Head Coach/Manager or Assistant Coach shall submit a line-up, including name, and uniform number to the official scorekeeper prior to the scheduled start of the game. Once turned in, it is official. A player that is late to the game must be placed in the last batting position. If the player's turn at bat comes up, and the player is still not present, that player is ineligible for the remainder of the game. That batting position is removed from the lineup. If changes are made illegally, the umpire shall make corrections in the batting order.

Batting Rules

1. Players will hit off tee, any combination of five (5) missed swings not hitting the ball, will result in the batter being called OUT.
2. The hitting tee must stay inside the black outer edges of home plate when being hit.
3. The batting coach must remove the tee from the plate before the runner crosses home plate.
Penalty: The runner will be called out.
Note: (This is for safety reasons.)
4. All players bat. If a player refuses to bat, no OUT will be assessed.
5. Batter must not throw the bat.
Penalty: (1st offense) Warning to batter. (2nd offense) Batter is called OUT.
6. Coach cannot touch the batter once they are set in the batter's box. After each swing, the coach is allowed to reset the batter, one (1) time.
Penalty: (1st offense) Warning to coach.
(Further offenses): Batter is called OUT.
7. Bat Around - The bat around inning is a max of 12 players. If a team has more than 12 players present, the bat around is limited to 12 players, unless three (3) outs are recorded before the 12th batter. If a team has less than 12 players present, then the max number for the bat around is all players present. Bat around cannot exceed the number of players present, when less than 12 players are present. Three (3) outs end the inning regardless.

Base Running Rules

1. Base runners may only advance to one base on a ball struck by a batter that does not reach the outfield grass. An overthrow on any defensive play to any base on an infield hit will result in a dead ball and no runners may advance.
Example: if runners are on first and second and the ball is hit to any infielder who throws to any base, the runner on first can only get to second and the runner on second can only get to third.
2. If a base runner is hit by a batted ball before being touched by a fielder, the play will be stopped, and all base runners will advance one (1) base, including the batter.
Exception: If a base runner intentionally gets hit by the ball or picks up a live ball, he will be called OUT. (Umpire's judgment)
3. Once the ball is in possession of any infielder (ball in glove or hand) and the lead runner is not advancing or has stopped the umpire can call time and determine the placement of runners. Runners that have not passed the middle hashmarks may not advance to the next base. If the runner that has not passed the hashmark and continues to run, or returning to previous base, a play may be made on that runner. If the runner arrives safely, they will be sent back to the previous base. If they are deemed out by the umpire the call will stand, that runner is out.

***Runners that have passed the middle hashmarks will be allowed to go to the base they are going toward, and time will be called.

Fielding Rules

1. All players play the field. One (1) player in each infield position, the rest in the outfield.
2. The pitcher must have two feet in the circle, or one on the mound prior to ball being hit -
Penalty: (1st offense) Warning to pitcher. (Further offenses): Batter will be awarded first (1st) base and all runners advance one (1) base.
3. If a batted ball is hit to the pitcher. The pitcher must always throw the ball to first, second or third base to make a play. The pitcher may run down runners moving third to home only.
4. The pitcher has the right to move into the outfield and ONLY the outfield (not to any other infield position) if he needs to for safety reasons due to a strong hitter. He can move back into the pitching position only after the play is completed.
Note: (This is for safety reasons - not for game strategy).
5. No infielder can run into the outfield (grass) to get the ball unless it has deflected off an infielder's glove. The outfielder must make a throw toward the infield. Then the infielder can go and get the ball.
Penalty: The play will proceed as normal. After the play ends and time has been called, the umpire will advance all runners one (1) base.
6. Each defensive team may have one (1) coach in the infield if they are in foul territory on their dugout side of the field. Each defensive team may have two (2) coaches in the outfield if they are behind the outfielders. All other coaches must be in the dugout.

T-Ball Tournament Rules: (coming soon)

All-Star Tournaments and Selection Process

1. The league will pay for one (1) approved tournament, up to \$400 for each T-Ball all-star team (max 2 teams) and expires at the end of July.
2. Each player will be required to fundraise upon selection and acceptance to their respective all-star team. This fee will assist the league in covering expenses of hats, shirts, pants, belts, socks and entry fees for all-star tournaments.

Selection Process for All-Star Players

1. Players must have an all-star contract turned in prior to the all-star vote.
2. Coaches will submit nominations to league player agent or commissioner on agreed upon date.
3. A coach may nominate any number of players from his or her team, it is recommended that at least 2 from each team should be nominated.
4. Players must be nominated to be selected as additional 11th or 12th player.
5. Each coach will be given time to positively discuss their nominees with other coaches.
6. The top ten (10) players receiving the most votes will be placed on the 1st team. In the case of a tie between two (2) players, both will be placed on the team. A three-way tie for the 10th position will result in a vote by the coaches to determine the 10th player.
7. The all-star coach will select two (2) additional players to fill out a roster of 12 (1 additional player if 2 have tied for 10th position). The all-star coach can select up to three (3) alternates for the team. These players will practice with the team and receive all-star uniforms.
8. Alternate players are not eligible to play in tournament games unless needed due to vacations, illness or voted players leaving team. Alternate players' eligibility must be approved by a league player agent or Commissioner before playing in tournament games.
9. If no alternates are selected and the coach needs additional players due to illness, players quitting or other circumstances, the next eligible player by votes received will be added to the team. This process must be coordinated through the league player agent, all-star coordinator or Commissioner.
10. Any failure to adhere to the rules of all-star playing eligibility may result in suspension or regular and/or all-star coaching opportunities.
11. Any player quitting all-stars in one (1) year will not be eligible for all-stars the following year.

Selection Process for All-Star Coaches

1. Coaching for each all-star team will be determined by regular season standings at completion of season. The head coach of the first (1st) place team will be offered a choice of all-star team according to age if required.
2. In case of a tie in league standings, playoffs will determine first (1st) or second (2nd) place teams.
3. If the first (1st) place coach declines an all-star coaching opportunity, the head coach of succeeding teams will be offered the same opportunity. Assistant coaches will be considered after all head coaches have been offered.
4. All head coaches and assistant coaches must be from that league they are coaching in.
5. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

You may not be a head coach if you have been convicted of a felony. Exceptions may be considered if requested and reviewed by the league review board. We will use our recommendations from Babe Ruth and our local law enforcements for all background checks.

I have read and understand all the rules and guidelines set forth by Prairie Village Baseball/Softball for the T-Ball division.

Coaches Name: _____

Coaches Signature: _____

Division & Team: _____

Date: _____