



COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

TRADITIONAL T-BALL

FIELD LAYOUT

1. Distance between the bases shall be 55 feet.
2. A circle with a radius of 10 feet shall be drawn around home plate with the center at the back of home plate.
3. A circle with a radius of 6 feet shall be drawn around the pitching mound, the center of which shall be 35 feet from the back of home plate.
4. A line shall be drawn in each base path at the halfway point (27' 6") between 1st and 2nd, 2nd and 3rd, and 3rd and home.
5. The batting tee shall be placed behind home plate, close enough to home plate as to not hinder runners coming in to score.

RULES AND REGULATIONS

1. Games will start at 6:15 PM and will be 4 innings in length. One additional inning may be played to break a tie. No inning shall start after 8:00 PM.
2. Innings will be 3 outs in length or a maximum of 5 runs, whichever comes first...with the exception of the last inning (4th inning). In the 4th inning, the maximum number of runs a team can score is raised to 10 runs. If the game is still tied after the 4th inning...one extra inning can be played. If the game is still tied after the 5th inning the game will finish in a tie.
3. The home team shall supply the game ball. The coaches will act as the umpires.
4. Teams with 10 players must play all 10 on defense, four of which must play in the outfield. No infielder can play closer to the batter than 2 steps in front of the base path. Outfielders must play at least 12 feet behind the base path.
5. Each player will play defense at least 3 innings and must play an infield position other than catcher and an outfield position. A player must rotate positions, never to play the same position more than once per game. Exception: extra inning.
6. All team members will bat in rotation, whether playing the field or not.

7. The infield fly rule will not be enforced.
8. Any time the batter throws or drags the bat so it comes to rest completely outside the 10 foot radius circle, the batter shall be called out and any runners will return to the bases they were at when play started. This applies even if the ball is hit foul or missed completely.
9. A ball that is hit and remains inside the 10-foot radius circle will be considered a foul ball. A ball that hits outside the circle and rolls back without first being touched by a defensive player is considered a foul ball.
10. A batter is considered out if the catcher catches a foul ball that has been hit at least the height of the batter.
11. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
12. A base runner may not lead off and may not leave the base until the ball is hit. If a base runner leaves early he must tag up before he can advance, even if the ball is hit on the ground.
13. No base runner may advance on overthrows to any base.
14. Time will be called when the ball has been fielded and thrown inside the confines of the infield. A base runner that has advanced more than one-half of the distance to the next base may continue at his own risk to that base. The lines drawn at the halfway points in the base paths, as discussed in the field layout, will be used to determine if a runner has advanced halfway. Runners not halfway must return to the previous base.
15. The pitcher shall be confined (both feet) within the 6-foot radius around the pitching rubber until the ball is hit. If a violation occurs involving the pitcher in a putout, the batter will advance to 1st base and all runners shall advance one base. The catcher shall remain behind home plate until after the ball is hit.
16. A coach for the defensive team is allowed on the field during their team's first 5 scheduled games. From the team's 6th scheduled game on the defensive coaches must remain in the dugout area while the ball is in play.