

# 2011 BGRA RULES & REGULATIONS

## T-BALL LEAGUE (Kindergarten)

T-Ball League is an informal league intended to teach the fundamentals of baseball by the simplest method possible-letting them play the game. Players in this age range have a short interest span in any single activity and both practices and games move rapidly. Only the basic fundamentals of the game are brought out, such as how to catch a fly ball, field a ground ball, when to run and when not to run on a fly or ground ball, where to throw the fielded ball and how to back up other players. This is where practicing with your child starts.

Games are structured for instructional purposes, to let teams play with little thought of victory or defeat, but merely for the joy of participation; to have the opportunity to run and yell while, at the same time, learning teamwork, group discipline and sportsmanship. Batters hit the ball from a batting tee.

As the season and players progress, teams will progress to pitching by coaches. All players on the team bat in rotation (roster batting) whether playing in the field or not and play in the field a minimum of 4 innings in a 6 inning game. There are no team standings, and no post season tournament, and T-Ball players are not rated or drafted.

### T-Ball League (90 minute time limit on games)

1. Teams play with ten players in the field. The tenth player is a short center fielder.
2. Roster batting shall be used. Roster batting shall be used. . Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Free substitution shall be used. Each player shall play a minimum of four innings in the field in a six inning game and no player shall sit consecutive innings.
4. The ball will be hit off a batting tee located one foot in back of home plate and in line with the plate. Approximately mid-season the ball will be pitched underhanded by a coach or parent of the batting team. The pitching distance should be 20 to 42 feet.
5. A foul ball off the tee on the third strike is an out. (When a coach is pitching, a foul ball on the third strike is not an out).
6. The batter may not swing at the ball on the tee until the pitcher has made a pitching motion from the pitcher's mound. (The pitcher must remain at the pitching distance until the catcher has the ball or the ball is struck.)
7. A properly hit ball off the tee must travel at least 15 feet. After the ball is hit, if it does not travel 15 feet, a strike will be called. (When a coach is pitching, any ball hit into fair territory is live.) Bunting will not be permitted.
8. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
9. Players are not permitted to steal or lead-off bases. They may not leave the base until the batter has hit the ball.
10. During the first half of the season the batter may only advance to first base when properly hitting a ball off the tee.
11. Base runners may not advance on overthrows at any time.
12. Any runner that is not standing on the next base when play is stopped must go back to the previous base.
13. All play stops when the ball has been returned to the pitcher who is standing in the pitching area (15 foot radius circle). A ball that passes through that area, but is not caught by the pitcher also stops play.
14. No team shall score more than five runs in one inning. When five runs are scored, the teams shall change sides, even though there are not three outs. If a team is behind by more than five runs going into the sixth inning they still will be given the opportunity to bat.
15. The infield fly rule shall not apply.