



**GENEVA BASEBALL ASSOCIATION  
2008 T-BALL LEAGUE RULES  
(Revised 03-04-2008)**

**PURPOSE:**

**This is an instructional/non-competitive league with emphasis on education, good sportsmanship and skill development in the basic fundamentals of baseball. Play will be conducted on that basis. Rules as published by the Pony Baseball, Inc. will apply with the following amendments:**

**OPERATIONAL GUIDELINES:**

**I. GENERAL**

1. No player will sit out more than one consecutive inning.
2. A game shall be forfeited by a team that cannot field a minimum of seven (7) players at the scheduled start times or any time during the game.
3. There will be no score keeping or any emphasis on winning. The purpose of this league is to participate and have fun.
4. Regulation game length is four (4) innings. The length of the game shall not be limited unless terminated by darkness or field availability. Manager's decision with regard to darkness is final. In the event that there is another game scheduled on the field immediately after the game being played, the length of the game will be limited to not starting a new inning after the game is in progress for One Hour Twenty Minutes (1:20) hours. Bases are 45 feet apart.
5. Inning length will be determined by the offensive team batting through their order (the amount of kids that show up for the game). If a batter makes an out they must return to the bench. Number of outs will not constitute the end of an inning.
6. Postponed or suspended games will be rescheduled at the discretion of the League President.
7. The infield fly rule shall not apply.



8. No formal protests are allowed.
9. Players coming into the league will be drafted by managers or their representatives. Each manager (or representative) will draw a number to determine his/her team's position during the draft. Using this order, the draft will progress in a forward/backward progression until all players are chosen. On each team, the manager's sons/daughters and or coach's sons/daughters will be automatically assigned to the team.
10. No throwing of helmets, bats, or equipment will be tolerated by coaches or players. Managers will discipline as needed. Under no circumstances will there be any arguing on the field. Managers are responsible for the conduct of their players, parents and coaches. Any such actions will be reported to the League President.
11. Disciplinary action toward a player/or association member (beyond benching during a game in progress) must be approved in advance by the League President. The Executive Board must approve action toward a manager.
12. The league will provide t-shirts, baseball pants and baseball hats which are to be worn to games only. These uniforms are to be worn properly, with shirts tucked in, proper socks, hats, etc. Rubber cleated baseball or all-purpose shoes are recommended but not required. No steel spikes are allowed.
13. Each team will provide two (2) defensive coaches on the field who will instruct their players and serve as umpires.
14. Both team managers from the first game of the day will report to the field one hour prior to game time for field preparations. This includes setting bases, chalking the infield baselines, and raking the dirt around all bases. If additional games are scheduled to follow on the same field, the managers from the previous game are required to prep the field for the next game. The managers of the final game of the day will make sure that the field is cleaned (including trash from players and spectators) and will make sure that the bases are put into the equipment box behind the backstop.
15. Coaches will umpire and facilitate the playing of games.



## **II. BATTING:**

1. There are no strikeouts and no walks.
2. The batter will then hit off of the tee until a fair ball is hit. If the batter hits the tee or the ball doesn't make it past the pitchers mound, the ball will be considered a foul ball. Coaches should use their best judgment and make the call immediately.
3. If a batter throws his/her bat, he/she shall receive a warning. If the batter had safely reached base, the play shall be nullified and the batter will hit again. If he/she throws his/her bat a second time during the same at bat, the batter will be called out.
4. All players will bat in the batting order. Each manager will establish the batting order and exchange said order with the opposing manager prior to to start of the game. The established batting order will remain unchanged throughout the game. The players batting position shall rotate every game. This rotation should continue throughout the entire year so each player bats in each position of the batting order.
5. If it is noticed that a team has batted out of order, the player who was missed will bat as the next batter. He/she will return to their normal batting position during the next rotation of the order.

## **III. FIELDING:**

1. There will be nine (9) defensive positions as follows: Pitcher/1st base/2nd base/ shortstop/3rd base/left field/left center field/right center field/ and right field. There will be no catcher position.
2. Teams will play four (4) outfielders positioned a minimum of twenty five (25) feet behind the bases.
3. Each player may only play one (1) innings per game at any position. No player shall remain in infield more than two (2) innings.
4. The player assigned to the position of pitcher must wear a batting helmet while in the field.



5. It is **STRONGLY SUGGESTED** that all male players wear an athletic supporter with a cup at all times.

**V. BASE RUNNING:**

1. No head first sliding. If a runner slides head first, his/her team will be issued a warning. Should there be reason to warn a team a second time, that runner will be called out. (This is done for the safety of the players.)
2. When an attempt is made by a fielder to tag a runner out, or force a runner out at second base, third base or home plate, the runner must slide into the base. If a play is made at a base a player must attempt to avoid contact. If the act is determined to be flagrant, the offender shall be called out.
3. If, in the opinion of the coaches, the runner violates any of the sliding rules, he/she will be called out.
4. Runners must stay in contact with the base until the ball has been hit.
5. All runners will remain in the baseline as they advance from base to base. If a fielder has the ball in the baseline, the runner cannot try to go around him to avoid the tag or the runner will be called out.
6. If a runner interferes with a fielder who is attempting to field a batted or thrown ball, the runner will be called out.
7. All runners will stop at the closest base, once an infielder has gained control of the ball.
8. There will be no extra bases on over throws (including those at 1st base). When the ball reaches the infield from any outfielder, all runners must stop at the next available open base.



**VI. MANAGERS:**

1. Managers shall be selected by the League President.
2. The Executive Board, by an affirmative vote of the two-thirds of the officers currently serving terms on the Executive Board, may suspend, expel, or terminate the assignment of any Manager whenever in it's judgment, the best interest of the Association will be served thereby. Any such action taken by the Executive Board shall be justifiable, without prejudice and with cause.
3. A League President shall not be permitted to serve as a Manager in the same league that he serves as President.