**GODDARD RECREATIONAL BALL CLUB**

**Boys T-Ball**

1. No new inning will start after fifty (50) minutes.
2. The batter will bat a regulation softy T-Ball from an adjustable tee.
3. The tee and game ball will be provided by the umpire at each game.)
4. A team scoring five (5) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
5. The bat shall not be more than two and three-quarters (2 ¾) inches in diameter.
6. The tee will be placed on the top of home plate and it will be the umpire’s responsibility to place the ball on the tee and remove the tee from the plate when the ball in is play.
7. The coach is responsible for adjusting the tee to the batter’s strike zone. Coaches cannot enter into the batter’s box. If a coach makes contact with the batter in the batter’s box the batter is out.
8. Each team must field at least seven (7) players and will play all of their players in the field at one time. No more than five (5) players, two (2) on each side of the pitcher and the pitcher are allowed on the forty foot (40’) arc. All other players on the field are to take defensive positions three (3) feet behind the base paths, NOT in the base paths. This doesn’t mean all five (5) defensive players have to be on the line, but no more than five (5). All players will be in the field in T-Ball (i.e., no bench warmers).
9. There is no catcher in T-Ball. Therefore, NO plays will be made at home plate. A runner may be tagged on the way to home plate only if the play is made before the runner reaches the halfway hash mark. This should encourage throwing the ball instead of running and tagging out.
10. Each batter is allowed five (5) swings, with foul balls counting as a swing on every attempt. After the fifth swing and the ball is not put into play, the batter is declared out.
11. Batters must make a full swing; no bunting is allowed.
12. No base stealing will be allowed. If a runner leaves the base before the ball is hit they will be declared out.
13. While playing in the field, each team will be allowed two (2) coaches on the field to help instruct the players. There will be NO interference by the two (2) coaches once the ball is in play. The coaches are allowed to verbally instruct at any time but cannot physically assist while a ball is in play.
14. There will be an arc drawn from the 1st base line to the 3rd base line forty feet (40’) from home plate. No fielder can go in front of this line before the ball is hit. If any fielder moves in front of the forty foot (40’) arc before the ball is hit, the batter and the forced runners shall advance one (1) base. The pitcher must be beyond the arch, but inside the circle before the ball is hit, or all forced runners and the batter will advance one (1) base.
15. There will be an arc drawn from the 1st base line to the 3rd base line fifteen feet (15’) from home plate. Any hit ball staying inside this line is a foul ball. If any defensive player touches any ball in motion inside the twenty foot (20’) arc, the batter will be awarded 1st base. All other runners will advance one base if forced.
16. The pitchers circle shall be forty feet (40’) from home plate and the bases fifty feet (50’) apart. The circle will be fifteen feet (15’) in diameter and clearly marked for the umpires for the umpires. The pitcher will receive all throws from the fielders. The umpire will call time (dead ball) when a thrown ball breaks the plane of the pitchers’ circle and a defensive player is inside the circle. The pitcher does not have to have possession of the ball for time to be called.
17. A hash mark will be placed twenty-five feet (25’) from 1 st, 2 nd, and 3 rd bases. In the event the base runner is half way; beyond the hash mark to the next base when time is called by the umpire, the base runner is awarded that next base, otherwise they return to the base they left.
18. The pitcher may not play on any runner after the ball is returned to the circle while he is in the circle. Example: The pitcher may not run through the circle to make a play on a runner. As soon as the pitcher is in the circle with the ball crossing the plane of the circle, play is over. **(This rule if for a thrown ball, not a batted ball in which the pitcher fields the ball, he can make a play on any base runner if he fields as a batted ball inside the circle).**
19. The infield fly rule does not apply.
20. Overthrows: In the event of an over-throw into foul territory, it is a dead ball. Base runners will not advance. If the ball is overthrown and remains in fair territory, the runner may advance at his own risk until the ball breaks the plane of the circle.
21. In the event an umpire is not present, the visiting team will provide the umpire.

*(revised 1/22)*