

These T-Ball house rules are intended to supplement and / or highlight the Official Rules of Baseball. A copy of the Rule Books is necessary to fully understand the game.

7U - T-Ball / Rally Cap Rules

This format is designed to get young people interested in the game of baseball, by stressing and maintaining active participation of all the players with emphasis placed on teaching the fundamentals of baseball. To emphasize the non-competitive nature of this division, no official scorebook shall be maintained and no standings shall be kept during the season.

General Rules:

1. Full uniforms with hats are to be worn at all games. Shirts are to be tucked in. Running shoes or molded rubber cleats may be worn. Uniforms are not to be worn to practices.
2. Athletic supporters are mandatory for all players.
3. Double ear flap helmets with chin straps fastened must be worn by all batters, base runners and on-deck batters.
4. Catchers must wear helmet, mask with throat protector, shin guards and chest protector.
5. Players must remain in the dugout or behind the backstop if there is no dugout, when not taking an active part in the game.
6. All equipment not being used must be kept off the playing field.
7. No gum, spits, etc. are allowed anywhere on the field or in the dugout. Each team is responsible for cleaning up their dugout after the game.
8. The home team is responsible for the following:
 - a) Before the game prepare and line the field.
 - b) After the game ensure all equipment is returned to the box and locked.
9. The visiting team is responsible for the following:
 - a) Set up and prepare the pitching machine.
10. Coaches are responsible for the conduct of their players, parents and fans. The following are prohibited with the penalty being ejection from the game and/or park. All ejections will be reviewed by the league for further disciplinary action.
 - a) Smoking on the field or in or near the dugout.
 - b) Abusive language.
 - c) Conflict with coaches, parents, fans or umpires.
 - d) Deliberately attempting to demoralize any opposing player or team.
 - e) Fighting.
 - f) Abuse of equipment.
 - g) Bringing alcoholic beverages to the park.
11. No protests are allowed in T-Ball. Games will not be replayed due to an incorrect rule interpretation. The umpire's judgment is final.
12. SCBA shall be governed by rules in the following priority:
 - a) SCBA House Rules first.
 - b) BC Minor Baseball Association Rules second.
 - c) Canadian Federation of Amateur Baseball Rules third.

Field Setup:

1. Infield measurements:
 - a) Pitchers rubber 36 feet.
 - b) Bases 50 feet.
 - c) Fair Ball Circle A 15 foot arc from the 1st to the 3rd base line measured from the tip of home plate.
 - d) Home Run Line An arc through the outfield measured 20 feet beyond 1st and 3rd base.
 - e) Dead Ball Zone A 4 foot radius circle clearly marked out around the Pitching Machine.
2. An orange and white SAFE BASE is to be used at first base.
3. All bases must be securely anchored in position.

Game Rules:

1. Games shall consist of 4 innings, time permitting.
2. No points will be awarded and no score kept.
3. No make up games will be scheduled for rained out or suspended games.
4. All evening games will start promptly at 6:00pm.
5. No new inning may start more than 1 hour and 45 minutes after start time.
6. The fielding team may have two coaches on the field to instruct their players, but must not interfere with play or touch the players once "PLAY BALL" is called.
7. The batting team may have base runner coaches at 1st and 3rd base. They should have a batting coach who will also act as the umpire.

Playing Rules:

1. Each hitter will get a maximum of 5 baseballs to get a hit. If the fifth ball is not a FAIR HIT the coach will roll a baseball into the field to allow the hitter to run the bases and the defense to try to make plays.
2. Two forms of hitting will be used to accommodate the variation in skill level. Hitting from the Tee and from the Pitching Machine will both be available. It is recommended that they be used as follows although exceptions can be made where safety or skill level dictate.
 - a) 3 attempts to hit from the Pitching Machine and if unsuccessful, 2 more attempts to hit off the Tee.
 - b) All 5 attempts from the Tee if the player is not comfortable with the Pitching Machine.
 - c) All 5 attempts from the Pitching Machine if the player so chooses.

3. All players in attendance will be included in the batting order and will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order. A team's turn at bat will consist of every player batting.
4. All players on the roster should play in the field when it is their teams turn to play defense. All regular baseball positions must be filled first and any extra players will be inserted between the outfielders. Outfielders must not encroach on the infield area.
5. Fielding position assignments shall be rotated each inning to give every player the chance to learn the various positions.
6. Players must remain in position until the ball is hit. They must not advance toward the FAIR BALL CIRCLE until the batter hits the ball.
7. All outs at home plate must be made by the catcher.
8. Outs can be made at any base as per normal baseball rules. However, there is no maximum number of outs in an inning. The inning will continue until all players in the batting order have come up to bat. An out on the Last Batter can only be made at Home Plate.
9. Runners can only advance one base at a time on a fair hit, except on a HOME RUN or DOUBLE as described below.
10. The ball must be hit within the foul lines and beyond the FAIR BALL CIRCLE to be a FAIR HIT. Foul Balls and DEAD HIT balls count toward the 5 ball total.
11. The base runner must touch only the outside (orange) square of the safety bag at first base if a play is being made on him. The fielder must touch only the inside (white) square of the safety bag to make an out.
12. Infielders should play off their base and off the base paths so as not to interfere with the runners.
13. Fielders may not roll the ball to other fielders, nor may they throw it underhand unless it is a very short distance. Any runner put out this way will be called safe.
14. No bases are awarded on overthrows.
15. Running with the ball to tag runners is not permitted except over short reasonable distances (maximum 10 feet). Umpires will have to use judgment when making these calls. The intent is to eliminate a fielder running all over the field tagging out runners without bringing other defensive players into the game. If the batter is chased and tagged out, he will be called safe and awarded the base.
16. Any runner that overruns another runner is out.
17. Any batter throwing the bat for a second time after hitting shall be called out. The first offense shall receive a warning from the umpire.
18. There will be no INFIELD FLY RULE.
19. No LEAD OFFS or STEALING allowed. The ball must be fairly hit before the runners can leave their bases.

Pitching Machine Rules:

1. Never leave the pitching machine unattended while it is running.
2. The pitching machine shall be positioned so the front of the wheel is over the pitching rubber.
3. A coach or parent will feed the balls into the pitching machine for their own team, and may adjust the speed of the machine to their own liking.
4. A 4 foot radius circle around the pitching machine shall be clearly marked as the DEAD BALL ZONE. No players are allowed inside this circle. If a batted ball comes to rest inside the circle it shall be considered a DEAD BALL and the batter shall retry the pitch. If a batted ball makes contact with the pitching machine or operator it shall be ruled a DEAD BALL and the pitch retried. In either of these two cases the DEAD BALL will not count against the 5 ball maximum allowed for a hitter. If the ball is hit through the Dead Ball Zone and out the other side without making any contact with the pitching machine or operator it shall be considered a fair hit and the ball is live.
5. The pitcher shall play to the 1st base side of the pitching machine and even with it.

Playing Definitions:

1. HOME RUN – the batter runs all the way around the bases. All base runners come Home. A batted ball must cross the Home Run Line either in the air or on the ground to be ruled a home run. If a batter who normally takes at least some pitches from the Pitching Machine hits a Home Run off the Tee, it shall only count as a Double.
2. DOUBLE – the batter goes to Second Base. All base runners advance 2 bases. A batted ball that crosses the Home Run Line but is hit off the Tee by a batter who normally takes at least some pitches from the Pitching Machine. This rule is intended to remove any incentive to only half-heartedly swing at pitched balls, knowing that they have a good chance to hit a Home Run off the Tee.
3. DEAD HIT. A hit ball that does not go beyond the FAIR BALL CIRCLE. It counts toward the 5 ball total for the hitter.
4. DEAD BALL ZONE. A 4 foot radius circle marked with a white line around the Pitching Machine. Players are not allowed inside this zone.
5. DEAD BALL. A ball that comes to rest inside the DEAD BALL ZONE or a ball that hits the Pitching Machine or operator. It shall not count toward the 5 ball total for the hitter.

Umpire Duties:

1. There are no official umpires at this level. The batting team coach working with the hitters shall act as the umpire.
2. They shall control the flow of the game by calling out "Dead Ball", "Foul Ball", "Play Ball", and "Time" etc. as appropriate.
3. The umpire is responsible for removing the batting Tee from the Home Plate area when a player is running home.
4. The umpire shall warn a batter if they throw the bat after hitting. If the bat is thrown a second time during the game the batter shall be called out.