



## **COTTAGE GROVE BASEBALL**

### **RULES AND REGULATIONS**

## **INSTRUCTIONAL 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 1<sup>st</sup> and 2nd, 2nd and 3rd, and 3rd and home.
5. The hitting 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. The game balls shall be the restricted flight game balls issued by the Equipment Director.
2. Games will start at 6:15 PM and will be 3 innings in length. No inning shall start after 8:00 PM.
3. There will be no keeping of runs scored or outs made.
4. All players on the team will bat in rotation, whether playing the field or not. The batting order will be rotated in each inning so that no player bats last in
5. consecutive innings. Each player will bat once during each inning. After the last player has batted, the inning is over.
6. Batters must stand in an area designated as the batters box when at bat. The batters box shall be positioned in relationship to the hitting tee, not home plate.
7. 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.

8. 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.
9. Time will be called when the ball has been fielded, 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 half way. Runners not half way must return to the previous base.
10. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
11. 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.
12. The pitcher shall be confined (both feet) within the 6-foot radius circle around the pitching rubber until the ball is hit. If a violation occurs involving the pitcher during a putout, the batter will advance to 1st base and all runners shall advance one base.
13. The catcher shall be confined outside the 10-foot radius circle behind home plate until after the ball is hit.
14. A base runner may not lead off the bases while the ball is on the tee or being returned to the catcher to be placed on the tee.
15. No base runner may advance on overthrows to any base.
16. Any batter, batter/runner, or runner who intentionally loses his helmet shall be declared out. The ball becomes dead and all runners must go back to the last base held.