



CGAA SOFTBALL T-BALL LEAGUE RULES

1. Clinic style will start at 6:15pm and end at 7:00pm. Game will start at 7:05pm. No new inning after 8:00pm in May and 8:15pm in June by umpires watch.
2. The game ball will be the special restricted flight ball provided by the equipment manager.
3. Teams will play all players present on defense, 4 of which must play the outfield. No infielder can play closer to the batter than 2 steps in front of a line between 1st and 2nd or 2nd and 3rd bases, and outfielders 12 feet behind the base lines.
4. The pitcher shall be confined [both feet] within a six foot radius around the pitching rubber, the center of which shall be 35 feet from home plate, until after the ball is hit. Violation constitutes a walk; the batter will advance to 1st base and all runners will advance one base.
 - a. **Note: The player playing pitcher must not stand directly behind the coach pitching because they will have very little time in reacting to a hit ball and that would place the pitcher in danger of being injured.**
5. The catcher shall be confined outside the 10 foot radius circle behind home plate until after the ball is hit.
6. All teams will bat the roster each inning. (Minimum of twice a game.) The batting order will rotate through out the season so every one bats first.
7. Players will bat off a tee. If a player is capable to hit a pitch you may do so from 10ft away a maximum of two pitches.
8. Batters must stand in an area designated as the batter's box when at bat. The batter's box shall be positioned in relationship to the "tee", not home plate. Runners must touch home plate to score.
9. An arc of a circle of 10 feet radius is drawn in front of home plate, with its center in the back point of the plate. A ball that is hit and comes to rest inside the arc will be called a strike. [This is not to be called a foul ball.] Even if a play is made on the ball, but the ball does not go out of the arc, it will be considered a strike. A player is allowed as many swings as needed to hit the ball beyond the arc.
10. Any time the batter either throws or drags the bat so that it completely comes to rest completely outside of the 10 foot radius circle drawn around home plate, the batter will be called out and the runners cannot advance.

11. The base runner may not lead off the base or steal while the ball is still on the tee or being returned to the catcher to be placed on the tee.
12. The base runner may only advance one base at her own risk on an overthrow at 1st or 3rd base. However, if the fielder attempts to make a play on the runner, a runner may continue to advance at her own risk.
13. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing at the ball.
14. A line is drawn from 1st to 3rd base. If a ball is fielded, thrown toward home plate and crosses this line, play will be stopped. However, base runners who have advanced more than one-half of the distance to the next base may continue on at her own risk to that base. The umpire will draw a line in the base paths upon which a decision will be made.
15. Each player must play 2 innings on defense. Through out the season each player must play every position once before playing a position a second time.
16. There will be no keeping of runs scored and no keeping of outs made.
17. Coaches may be in field to instruct, but must not interfere and must be behind the base line.
18. Play must stop IMMEDIATELY when someone gets hurt. All base runners will be allowed to advance to the next base.
19. Any batter, batter/runner, or runner who intentionally loses her helmet shall be declared out. The ball will become dead, and all runners must go back o the last legally held base.
20. Players must make an effort to throw the ball instead of intentionally rolling the ball. If a ball is intentionally rolled, the runner will be automatically safe.

T-Ball Field Layout

1. Distance between bases shall be 55 feet.
2. A circle with a radius of 10 feet shall be drawn around home plate with the center of the back point of the plate.
3. A circle with a radius of 6 feet shall be drawn around the pitching rubber, the center of which shall be 35 feet from the back point of home plate.
4. A line shall be drawn from 1st to 3rd base.
5. A line shall be drawn in each base path at the half way point [27'6''] between 1st and 2nd, 2nd and 3rd, and 3rd and home.
6. The "Tee" shall be placed behind home plate, close enough to home plate as not to hinder runners coming in to score.

Any rule change by a coach or parent can only be addressed by them at the August Rule Committee meeting. Any rules not covered here or in the General rules shall be covered by the "Official Softball Fast Pitch Rule Book