

District Six Little League British Columbia **-T-Ball Division Tournament Rules-**

Game Time Limit: 1 1/2 hours (3 innings)

Parents of all players must be present for the duration of the game.

1. **Age & Team:** Each tournament team will consist of twelve players of league age five (5) and six (6) and who must have been on a Blastball/T-Ball roster during the regular season.
2. **Dress:** Players, uniforms as per league dress, helmets must be worn while batting and base running. Manager/Coaches are to wear a cap, shirt, slacks and footwear. T-Ball Rule 1.11(I) No shorts or cut-offs will be allowed on players, managers, coaches and umpires.
3. **Defensive Play:** Each player present for the game must be given a position on the field. Players may not occupy the same position more than once in a game. Only the infield players (1st, 2nd, shortstop, 3rd, catcher and pitcher) may play in the infield with one other player (Rover - between 1st and 2nd base). All others must be in the outfield.
4. **Pitching:** The ball shall not be pitched and should be hit off a tee which shall be set on homeplate. The batting coach will be asked to remove the batting tee to allow the plate umpire to keep an eye on the ball, clear the bat and get into position to make a dead ball call. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit.
5. **Batting Order:** Players listed in the order they are to bat and each player will bat once in an inning. The batting roster is then rotated for each inning with the first batter moving to last.
6. **Base Running:** Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out, or have been retired, the umpire shall call "time" (runners who are halfway to the next base, advance). When all defensive players are in proper position, the umpire shall place the ball on the tee and call "play ball".
7. **Side Retired:** When all players on a team present for the game have had a turn at bat. If one team has more players than the other team, the extra players are permitted to bat. No scores are kept.
8. **Bases:** The host league will decide on the distance between bases (anywhere between 50 to 60 feet).
9. **Foul:** Same as conventional baseball.
10. **Strike Out: There will be no strikeouts.** If a batter has not hit the ball after four swings, the batting coach may assist the batter in hitting the ball.

11. **Hitting: Bunting is not allowed.** If a batter bunts, he/she will be placed back at the plate and instructed to swing away.
12. **Coaching:** The offensive team shall have a batting coach to help batters get ready, assist the umpire with safety issues and remove the tee after the ball has been hit. There shall be an offensive coach in each box. The defense may station a coach in the outfield and one near each foul line, past first and third bases. Any coach may ask for time to talk to a player.
13. **Protests:** No protests are permitted.
14. Extra base on an overthrow; one overthrow allowed. Base is taken at runner's risk, not a given base.
15. The plate umpire shall call "dead ball" when the lead runner stops or hesitates (runners halfway to the next base advance).
16. The pitcher will throw the ball to a base when fielding rather than running down the runner unless a tag is appropriate. This is an umpire's judgment call.
17. The batting coach of the offensive shall announce "last batter". The plate umpire will repeat this announcement. After the ball has been hit, the defense must throw the ball to the catcher, who will step on the plate to end the inning.