

Goddard Baseball / Softball
www.goddardkansas.org/baseball
5-6 T-Ball Girls Rules

2010

1. The pitcher's mound shall be forty feet (40') from home plate and bases shall be fifty feet (50') apart.
2. A game will consist of one (1) hour. At the end of one (1) hour, play will stop and the score at the end of the last completed inning will determine the winner. The home plate umpire will call out the time when they place the first ball on the tee and will track the time and stop the game at one (1) hour. In case of a tie, each team will receive a tie in the standings. The exception will be in the post season tournament, in which extra innings will be played after one (1) hour in order to determine a winner.
3. A team scoring six (6) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
4. The batter will bat a regulation softy T-ball from an adjustable tee. Coaches can not enter into the batter's box.
5. The tee will be located at home plate and it will be the umpire's responsibility to place the ball on the tee and adjust the tee to the batter's strike zone. The tee must be attached to a permanent base.
6. There will be an arc drawn from the 1st base line to the 3rd base line twenty feet (20') 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 (1) base if forced.
7. 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 advance one (1) base. The pitcher must be beyond the arch, but inside the circle before the ball is hit.
- 8. 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 behind the base paths. There is no catcher in T-ball.**
9. A hash mark will be placed twenty five feet (25') from 1st, 2nd, and 3rd bases.
10. Each batter is allowed **three** (3) strikes, with foul balls counting as a strike on every attempt. After the third strike and the ball is not put into play, the batter is declared out.

11. Batters must take a full swing. Bunts are NOT allowed.
12. No base stealing will be allowed. Base runners can only advance when the ball is hit into play. If a runner leaves the base before the ball is hit, he will be out.
13. In the event of an overthrow into foul territory, a runner may not advance to the next base. If the ball is overthrown and remains in fair territory the runner may advance at his own risk. This should encourage throwing the ball instead of running and tagging out.
14. Each team must field at least eight (8) players and can play all of their players on the field at one time. See Rule #8.
15. Free substitution can be used. All players reporting in time for the game must bat in rotation. Any player coming late to the game will be added to the bottom of the lineup at the time he arrives. Participation as per rule #20.
16. For defensive purposes, the pitcher's mound will be a fifteen-foot (15') diameter circle marked so as to be clearly visible to 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 pitcher's circle, and a defensive player is inside the circle. The "pitcher" does not have to have possession of the ball for time (dead ball) to be called. If a base runner is beyond the halfway hash mark to the next base when time (dead ball) is called, he will be allowed to advance to that base; otherwise he will return to the base he just left.
17. 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 halted. Runners advance or return to bases according to rule #16.
18. The infield fly rule does not apply.
19. No warm-ups between innings.
20. Each player must play at least six (6) outs or two (2) innings in the field unless the game is shortened due to weather or run rule.
21. The runner is out if he fails to touch a base in the judgment of the umpire; he will be called out after the ball is dead.
22. 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.
23. While batting, each team's coach shall remain in foul territory, but are not allowed to enter the batter's box. (See rule #4)
24. It is the winning coaches responsibility to record the win at the concession stand on

Walnut Street. In case of a tie, the home team must record the tie.