

**TRI-COUNTY
MAJOR T-BALL PLAYING RULES
2008**

The Official rules for this division of play shall be (A) Tri-County Little League/USSSA

ALL GAMES WILL START ON TIME, IF POSSIBLE

Warm-up of players should be done before you take the playing field.

NOTE: Tournament games are decided by the flip of a coin for Home Team which takes the field first and has last bat.

SECTION A

1. ELIGIBILITY OF PLAYERS:

- A. Majors cannot be nine (9) years of age before May 1st
- B. Players can play up in any division but cannot play down.

2. ROSTERS:

Rosters will be sent to each sanctioned team to complete and return before play begins in a USSSA sanctioned event of league. Coaches must have a copy of the Birth certificate of every Player on his roster. Hospital/Bible records of legal Documents will also be accepted.

3. INSURANCE:

Each team will be responsible for their own team insurance. Proof of insurance will be required To play in a USSSA sanctioned event. This includes medical and liability. If team has no Insurance, it may be purchased through USSSA (period runs March 1 –February 28. Policy will Be in effect for one year.

**SECTION B
THE PLAYING FIELD**

- 1. **CIRCLE:** 16ft Diameter & 8ft Radius
- 2. **BASES:** Majors 60ft
- 3. **COACH PITCHER BOX:** 4ft x 6ft.
(See playing field Diagram)
- 4. **COACHES BOX:** 4ft x 10ft – 1st & 2nd Base
- 5. **DEFENSIVE LINES:** 10ft from first and third base towards home.
FAIR BALL LINE: 20 ft from home plate towards 1 st base & 3 rd base across the field
- 6. **PLAYER PITCHER CIRCLE: LOCATED BEHIND COACH-PITCHER**
All measurements are taken from the back of home plate to the front of the circle.
 - A. Majors 42 ft 6 in

**SECTION C
EQUIPMENT**

1. HELMETS

Batting helmets must be worn by every base runner that is on the field for safety reasons. Intentional removal of a helmet by a base runner results in dead ball, and all runners return to last Base acquired (discretion of umpire)

NOTE: Umpire will issue a warning at this point to player involved and notify scorekeeper and a Second violation will result in player being called out.

2. CATCHER'S EQUIPMENT:

Catchers are required to wear a chest protector and catchers helmet with mask. A protective cup, Shin and throat are highly recommended.

3. UNIFORMS:

All players on a team must wear a uniform shirt that is alike in color. The shirt must have a Number on it. No two or more players may wear the same number.

EXCEPTIONS—In case of accident because of the blood rule (where no blood can be exposed) a shirt may be taped or a different shirt may be worn at the discretion of the umpire.

4. **JEWELRY:**
None may be worn except for Medical alert devices
5. **SHOES:**
No metal cleats or screw on hard plastic cleats are permissible.
6. **PITCHER-PLAYER: HIGHLY RECOMMEND WEARING A HELMET WITH A FACE GUARD.**
7. **INTERFERENCE:**
Live ball that touches equipment of players outside of the dugout area will result in the ball being Declared dead.
PENALTY: if the equipment or player is on the offensive side, the runner will be called out. If The equipment or player is on the defensive side, the base runner will be awarded the base he Occupies plus one extra base.
8. No bat over 2 ¼" may be used in Major T-Ball games under Tri-County Little League

SECTION D DEFINITION

1. **BATTING ORDER:**
The batting order is the official listing of offensive players in the order in which members of that Team must come to bat. When the line-up is submitted to the official scorekeeper/head umpire, it Shall also include each players defensive position and uniform number.
2. **CHARGED CONFERENCE:**
A charged conference is when the head coach of a team requests a time out for any reason and Enters the field. No team may ask for more than 3 time outs per game,
NOTE: an umpire calling an injury time out will not be considered a charged Conference.
3. **COACH-PITCHER:**
May pitch in any manner- overhand or underhand. He must pitch in a straight line from the front Of the circle to no closer than 20 ft from the front of home plate.
4. **COACHES:**
Each team is limited to 4 coaches in the dugout : coach/pitcher, bench coach and two base Coaches. The team scorekeeper will be allowed in the dugout.
NOTE: All questions of conferences with the umpire must be made by the head coach, or in his Absence, acting head coach. All other coaches must remain in the vicinity of the dugout.
5. **DEAD BALL:**
The ball will be declared dead by the umpire, and all offensive and defensive play will stop when The lead runner stops and abandons all effort to advance their position. When dead ball has been Declared no runs may score, no runner may be put out, and no runner may advance their position.
6. **FOUL TIP:**
A foul is a batted ball which goes directly from the bat, not higher than the batters head, to the Catchers hands, and is legally caught by the catcher. An out will be called on a foul tip only on The third strike.
7. **ILLEGAL PLAYER:**
A player (offensive) who has entered the game without being reported to the head Umpire/scorekeeper.
8. **COURTESY PLAYER:**
Majors may use a courtesy runner at any time for an injured player.
NOTE: The player recording last out prior to substitution shall be utilized as the courtesy runner. If no outs, coach may select any player on roster.
9. **TIME:** The term used by the umpire to order suspension of play.
10. **DEFENSIVE LINE:**
An imaginary line across the infield from a point of 10 ft from 1st & 3rd base toward home plate. All defensive players except player-pitcher and catcher must be beyond this line at the time of the Pitch. **PENALTY:** Pitch or no pitch at the discretion of offensive team.

11. **FAIR BALL LINE:** 20 ft up 1st base line and 3rd base line from the back of home plate there shall be a line drawn across the field. A batted ball that does not cross this line shall be declared a foul ball. This rule will apply in all USSSA state tournaments but may not be applied in Tri-County league play.

SECTION E PLAYERS AND SUBSTITUTIONS

1. A legal line-up will consist of 10 players. However, a team may play with 9 players if that is all that is available. An out will be taken for the 10th batter. If a team has only 9 players, the opposing team has option to play 9 or 10 players, there is no out then if the option is taken by the other team.
If at any point during the game a team cannot or refuses to field 9 players the game shall be forfeited to the other team. Teams shall be permitted a ten minute grace period after which the Game may be forfeited.
The outfielders must remain behind the baselines and cannot assume a position in the infield, a Must play with four outfielders, when using a 10 player roster
2. Teams must bat through their entire roster throughout the game. If player becomes ill or is injured and must be removed from the batting lineup, the next batter becomes the legal batter. A player removed from the lineup due to illness or injury shall not be permitted to return to the batting lineup for the remainder of the game.
3. Any tardy player arriving after the first pitch of a game must go to the bottom of the batting order.
4. A player who was removed for a substitute may re-enter at any time. However, he must occupy the same position in the batting order he originally occupied, but can play any defensive position on the field.
5. A player-pitcher that is removed from the pitcher-defensive position may not return to this position, during the inning in which he was removed. However he may play any other defensive position during this inning and may return to player-pitcher position in any subsequent inning.
6. **INJURED PLAYER:** The purpose of the injured player rule is for the safety of the players. If the umpire deems a player is in need of immediate medical attention, he will call dead ball and position base runners. In the case of minor injury (scratch or nick) time will be called at the end of play and the coach may then assist his/her players.

SECTION F THE GAME

1. A regulation game will consist of 6 innings for Majors of 1 hour 15 minutes whichever occurs first.
2. In the event of a doubleheader for whatever reason, Majors shall be 2- 4 inning games.
3. Half inning will consist of 3 outs or 8 runs
4. Tournament play for Majors is 1 ½ hr (Tri-County Tournaments)
5. Final tournament Championship Game has NO TIME LIMIT.
6. Time is called after the completion of a full inning. The time will start for the next inning as soon as the 3rd out of the previous inning is made.

SECTION G BATTING

1. The batter must be completely in the lines of the batter's box at the time of the pitch.
2. **THERE WILL BE NO:**
 - A. Infield fly rule
 - B. Walks
 - C. Base Stealing
 - D. Called Strikes

- E. Bunts: an attempted bunt if the ball is hit fair or foul will result in an out. If the ball is not hit, it will be called a swing (strike).
3. SLINGING OF THE BAT: Each batter will receive one warning per game, all subsequent infractions shall result in the batter being declared out. Score Keeper shall note infraction in score book and inform umpire upon 2nd and subsequent infractions.
 4. One run shall be scored each time a runner legally advances to and touches first, Second, third and Home plate before three batters are put out to end the inning.
 5. EXCEPTION:
Major League Baseball rule #4.09 shall apply. A run is not scored if the runner advances to home Base during a play in which the third out is made (1) by the batter-runner before he touches first Base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out Because he failed to touch one of the bases.

SECTION H PITCHING REGULATIONS

1. The coach-pitcher may pitch in any manner—overhanded or underhanded. He may pitch from any distance along a straight line from the front of the circle to home plate. Not to exceed maximum but no closer than 20 feet, from the front of home plate
2. The coach-pitcher must make every effort to go off of the playing field and go directly to the coach's box after the ball has been batted fair. Interference will be called at the discretion of the umpire.
NOTE: Coach-pitcher cannot obstruct player-pitcher position.
PENALTY:
Intentional- Batter is out and the ball is dead.
Unintentional- Ball is dead and the pitch is replayed.
3. The ball will be declared dead when the coach pitcher is hit with the ball. The pitch will be replayed and the batter will assume previous count.
4. The player-pitcher must have one foot inside the circle at the time of the pitch. (Player-pitcher cannot leave circle until ball reaches home plate or is hit)
PENALTY:
Pitch or no pitch at the choice of the offensive team (coach-pitcher cannot obstruct player-pitcher Position).
5. A maximum of 6 pitches will be thrown to each batter before being called out. A batter will not be called out on a foul ball even though it is the sixth of subsequent consecutive pitch unless it is caught by a defensive player.
6. A batter will be called out if he does not make contact with the ball on the third swing.
7. No strikes will be called by the umpire unless batter swings at the ball.

SECTION I BASE RUNNING

1. A base runner must touch bases in order. If a base is missed, the runner must touch bases in reverse order.
2. Coach shall make the appeal to the umpire for any missed base or leaving the base early. (Head coach only before next legal pitch)
Appeals may be made on any/all calls to the umpire making the call of the umpire responsible for Making the call. Only head coach may appeal. No appeals shall be ruled upon that is initiated by Any other person.
3. A base runner must tag the base before leaving on a fly ball after the fielder catches the ball.
4. A base runner must stay within an imaginary 3ft. direct path from one base to another, in the case of a forced tag. (This is only if runner is being chased by a player in control of the ball)
5. No two base runners can occupy the same base at the same time. The first runner will be entitled to the base. The other base runner can be put out by being touched with the ball. (Otherwise, second base runner can go back to last base occupied and be safe).
6. A base runner will be called out if he passes the preceding base runner before that runner has been put out.

7. All base runners must remain in contact with the base until the pitch reaches the plate.
PENALTY: Ball is dead and base runner will be called out.
8. The ball will be declared dead if it enters the dugout or is thrown out of the playing field.
PENALTY: Runners will be awarded the bases occupied plus one extra base if thrown from the infield, but will be awarded the bases occupied plus two extra bases if thrown from the Outfield.
9. No one may touch the base runner as long as the ball is in play. (Coach-pitcher, base coach or intentional contact by another offensive player) PENALTY: The base runner touched is out.
10. All Appeals shall be made by the Head Coach. (NO ONE ELSE)
11. Protest, Tri-County League rules shall apply for all protest.