



Langley Baseball Association TBall – 6 year old Rules of Play

All games to follow directives included in Langley Baseball House Rules

FIELD

- 1) Distance between bases is 45 ft.
- 2) The pitcher's rubber is 33 ft from the plate.
- 3) Home team takes the third base dugout. Visitors take the first base dugout.
- 4) The pitcher should stand back a safe distance from the batter (inside the pitchers mound – within 2' from the rubber)

PRE-GAME

- 1) The home team is responsible for preparing the field before the game. Visitors are responsible for raking the field after the game.
- 2) A 30-minute period prior to game start is scheduled for practice drills. A ten-minute warm-up period can be taken by each team on the diamond before the game. Home team can take the field for first field period then the visitors team.

GAME

- 1) A game is 5 innings long.
- 2) All innings shall be played with a Tee used to hit until May 1st.
- 3) After May 1st, coach pitches 3 balls. If all 3 pitches are missed, tee is brought back in for player to hit from.
- 4) There are no strike-outs in 6 yr old baseball.
- 5) Bunting and stealing bases are not allowed.
- 6) Weekday games start at 6:00pm. First half hour scheduled for practice drills and field turn warm-up then followed by one hour game.
- 7) No inning may start after 7:15pm weekdays, or 1 1/4 hours after the start of the game on weekends.
- 8) The half inning ends with 3 outs or when 4 runs are scored.
- 9) At the end of the 4th inning, the coaches will decide which inning shall be the last – if can have the 5th due to time constraints and light.
- 10) Game rescheduling must be done through the coordinator. Canceled games for poor fields only.

PLAYERS

- 1) A team must have a minimum of 7 players to start a game. Borrow players from the team at bat to have 9 players in the field. When it's their turn to bat, rotate the players. If you have 10 players then you can use 4 outfielders.
- 2) All players must wear an athletic supporter and cup or Jill and supply a glove and personal helmet with chinstraps or a fitted helmet.
- 3) All players are to bat in rotation.
- 4) Players to remain in the dugout when their team is batting, only the batter is permitted outside the dugout. A coach or team parent to supervise & ensure that next batter is ready to go.
- 5) Each player shall play a minimum of 3 defensive innings, 2 of which shall be at an infield position. Infield playing time will be shared as equally as possible among all players. No one player shall play more than 2 innings at the pitchers position.
- 6) The pitcher cannot be closer than the coach pitcher until the batter contacts the ball.
- 7) Players are to be cautioned against throwing the bat. A bat thrown past the 10-foot arc or to the backstop will be considered thrown. During the first 4 weeks of the season, a thrown bat will be called a strike and the

ball will be called dead, whether hit fair or foul. No runners may advance on the play. During the balance of the season, the ball will be called dead, no runners may advance, and the batter shall be called out.

- 8) Defensive players shall not block the base path. If a fielder, who does not have the ball or is not in the act of fielding the ball, collides with a runner, it shall be ruled to be obstruction. The runner will be awarded the base he was running to.
- 9) Catcher can be introduced. We have supplied catching gear except for a catcher's glove. Players wanting to try catching will use their own glove. To speed up the game, if the catcher cleanly catches the pitched ball he may throw back to pitcher, if he misses then he should set up for the next pitched ball.

DEAD BALL SITUATIONS

A dead ball situation is a legal stoppage of play. Play resumes when the ball is legally batted.

- 1) The ball is dead and the runner(s) must return to the last base legally occupied when:
 - a) a thrown bat is called (10 feet Max)
 - b) when the ball is hit foul
- 2) The ball is dead if a defensive player throws it out of the field of play. The runner(s) shall advance one base beyond the base to which they were running when the ball left the field. A runner standing on a base when the ball is thrown out of bounds is awarded the next base only.
- 3) The ball is dead when, after being hit to the outfield, is returned to the infield, and is in the possession of an infielder. The runner(s) may advance at their own risk only to the base to which they were going.
- 4) If the ball stops inside the pitcher chalk circle then the ball is called dead, the batter is awarded one base & runners advance to next base.

COACHES

- 1) One coach is permitted in the outfield with the defensive team.
- 2) One coach is permitted at 1st base and one at 3rd base for the team at bat. These coaches are not permitted to physically assist the runners. Should this occur, interference shall be called and the runner will be out.

UMPIRE

The coach pitching will call safe or out on plays.

POST-GAME

Dragon race at the end of the game, home team starts from home plate & visitor starts from 2nd base.

RAINOUTS

The league will cancel all games at City Park in the event of standing water and unsafe conditions. Head Coaches and Team Parents will be notified by 4:15pm if games are cancelled. If coaches do not hear by 4:15pm, games are a GO. In the event of a cancellation, the Head Coach or Team Parent will need to email the team via TeamSnap messaging to advise of the cancellation. The league will make arrangements for make-up games.