

## T-Ball (6 & under) - Mustang

### Field Specifications:

Bases:	60 feet with 33-foot player line
Home to Second:	84 feet 10 inches
Legal Hit Arc:	10-foot radius arc (measured from the back of home plate), from the first base line to the third base line, in front of home plate.
Pitching Circle:	6-foot diameter circle centered at crossing of foul lines centered 36 feet from back of home plate.

1. To be eligible for this division a player must be at least 4 years of age before sign-ups begin (Jan 1) for the current year and may not turn 7 years old before Jan 1 of the current year. For Fall you must play the age group you will play the next spring.
2. Game time limit shall be 60 minutes (1 hour). Immediately after the third out of an inning, the next inning begins, except if game time has elapsed. If there is any time remaining at the end of an inning, another inning will be played.
3. Regulation games shall be 5 innings long, unless game time has expired.
4. Three innings (3 innings if the home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
5. Only 6 runs may be scored in an inning or 3 outs to complete an inning whichever comes first.
6. If a team is leading its opponent by at least 13 runs after 3 innings (3 innings if home team is ahead) have been played or at least 7 runs after 4 innings (4 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
7. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name will be added to the bottom of the batting order.
8. One coach from the team that is batting shall be responsible for adjusting the tee to the satisfaction of the hitter. The umpire shall then place the ball on the "tee" and call aloud "Play ball". The coach will then be responsible for removing the "tee" and bat from the playing area after the ball has been hit legally on or past the legal hit arc.
9. The batter is allowed 3 swings. It is not counted as a swing if the bat accidentally knocks the ball off the tee while addressing the ball.
10. The ball is put into play when a batter hits a legally batted ball. A legally batted ball is a ball hit into fair territory and travels on or past the 10-foot legal hit arc. Any fair ball that does not travel on or past the legal hit arc on the third swing will be considered an illegally hit ball and the batter is called "Out". A ball hit into foul territory on the third swing will be considered a foul ball and the batter shall continue to bat. All balls hit fair (on or past the legal hit arc) is fair even if the batter hits the tee.
11. No bunting is allowed. The batter must take a full swing. *Penalty:* The batter shall be called "Out".
12. Runners may advance only when the ball is legally hit. One team warning for leading off or stealing, thereafter, the runner is out. The runner may not advance if the ball does not travel on or past the legal hit arc.
13. Every player must play a fielding and batting position in each game. There will be a maximum of ten (10) defensive (fielding) positions. **Outfield players must play behind the bases.**

14. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called.
15. Over throws at 1<sup>st</sup> base - Balls will be called a dead ball (no advancement). If the defensive player at first base touches the ball prior to it entering foul territory it is considered a fair ball.
16. The pitcher is a fielding position; however, he must stay in the 10-foot pitching circle until the ball is legally hit. The pitcher is required to wear a batting helmet with a face guard.
17. The catcher must remain against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear his equipment. Helmet with mask, throat protector, chest protector and shin guards are required.
18. No defensive player (fielding) may play closer to home plate than the 33-foot hash mark on the base line until the ball has been put into play. Any player within 3 feet of the 33-foot hash mark must wear a batting helmet.
19. One defensive coach is allowed in the outfield. No contact with the players or ball is allowed. *Penalty:* Coach will be removed from the playing field for the remainder of the game.
20. Tiebreakers (Mustang):
  - 1st extra inning: regular rules
  - 2nd extra inning: teams start with 2 outs and runner on 2nd base, the player that made the last out in the previous inning becomes the runner on 2nd.
  - 3rd and subsequent extra innings: teams start with 2 outs and runner on 2nd base, the player that made the last out in the previous inning becomes the runner on 2nd. Each batter will start with 2 strikes.