

Texas District 2 Little League Baseball Modified T-Ball Rules

REMEMBER: These are 5-6-year-olds, and the game is being played for their benefit. Good sportsmanship is expected always.

TIME LIMIT: 1 hour (60 minutes) or 5 innings, whichever comes first. An inning consists of 3 outs on defense and 3 outs on offense for a total of 6 outs. The inning being played must be completed when time is called, but no new inning will start after game time has been called unless there is a tie. See below for ties.

TIE GAMES: In case of a tie, another inning may be played if there is at least 30 minutes until the next regularly scheduled game or it is not past the 10 pm curfew. If game is still tied after one inning, the local league will determine how to handle it. **Tournament: The tie will be played off.**

SCORING: Each team will be allowed 7 cumulative runs per inning or 3 outs, whichever comes first. For example, if the visiting team scores 5 runs in the first inning, they can score up to 14 runs in the second inning before the inning is over.

WEATHER: If a game is called due to weather, it will not count as an official game for modified t-ball unless 3 innings are complete or 2 ½ if the home team is ahead. The game is rescheduled if not complete and continues at the point it was stopped. Batting order remains the same, but if a player is missing from the original roster, an out is not recorded. The batter is simply skipped in the order. Likewise, if a player is there for the continuation game who was previously absent, he is to be added to the bottom of the order.

CATCHER: ALL CATCHERS MUST WEAR COMPLETE CATCHER'S GEAR (males must wear a protective cup). Catcher's masks MUST HAVE A DANGLING THROAT GUARD on all masks including the hockey style mask. Catcher's mitt is optional.

HELMETS: Pitchers MUST wear the full batting helmet with the face shield. All batters must wear a batting helmet, but the face shield is optional. Any spray-painted helmet will not be allowed.

BATS: All bats must have the new USA baseball stamp and must not be longer than 26" to be eligible for use. Wooden bats are acceptable. If a batter is caught using any bat other than a USA or wooden bat, the player will be called out if the bat is brought to the umpire's attention during his at bat or if the bat is discovered before the next batter receives a pitch. If this happens, the defensive coach can decline the decision of the player being called out. In addition to the player being called out, the first time an illegal bat is discovered, the offensive team must lose one of its base coaches for the rest of the game. The second time it happens in a game, the manager will be ejected. If it happens again, another coach will be ejected.

UNIFORM: All players must be in full uniform wearing a jersey with a number on the back and a cap along with baseball pants. Jerseys must be tucked into the pants.

JEWELRY: No jewelry is allowed. Players will be required to remove it before playing.

COACHES: Each team will 1 manager, 2 official coaches and 1 pitching coach for a total of 4 coaches. Modified T-ball will place a defensive coach behind the plate to throw the ball back to the coach to help speed up the game. Any adult encountering the players must have passed a background check. All coaches must be listed on the team roster. Teams must have 8 players present within 15 minutes after start of game. THIS IS NOT AN AUTOMATIC FORFEIT, but up to the local league to replay the game later. Local league may decide to play with only 7.

PITCHING COACH: All pitching will be done by the pitching coach. The ball will be delivered to the batter with one foot remaining behind the 25' line from home plate. If no line is visible, one foot must remain inside the pitching circle while delivering the ball. The pitching coach may elect to be further back than 25', but no closer. Pitching coaches may be changed, but only at the beginning of an inning. **EXCEPTION:** If the pitching coach is injured, he/she may be replaced at any time. However, he/she may not reenter the game after that point. Pitching coaches can coach from the mound, but once the ball is hit, the coach must no longer coach the runners or fielders and must remove himself as quickly as possible from the line of play to avoid interference. The pitch must be thrown over-hand and can be delivered kneeling or standing. When the tee is brought out, the coach must remove himself outside the foul line away from the field of play and can no longer coach. A coach from the defensive team will be situated behind the catcher to throw balls back to the pitching coach to speed the game along. **THIS COACH IS NOT ALLOWED TO TALK TO ANY PLAYERS AT ANY TIME WHILE BEHIND THE PLATE. HE IS MERELY THERE TO THROW THE BALL BACK TO THE PITCHING COACH.** If this coach does not follow this rule, he can be ejected from the game and must serve a one game suspension.

BATTED BALL: If a batted ball hits the pitching coach, it is a dead ball. **If a thrown ball hits the pitching coach, the ball is DEAD, and the batter is out. NO RUNNERS ADVANCE.**

COACHES' BOX: A coach must stay in the coaches' box and cannot run down the baseline with the runners. He needs to stay within the box as close as possible during all live action on the field.

COACHING OUTSIDE THE FIELD OF PLAY: No team shall station a coach, player, or parent on the opposite baseline off the field to instruct, coach or communicate in any manner with their own players.

TIMEOUTS: 1. Only the manager is allowed to call a timeout to talk to the umpire or to his team. Manager must signal to the umpire and be recognized before leaving the dugout. 2. Each team is allowed ONLY ONE offensive timeout per inning to talk to the batter. This is to keep the game moving. A manager/coach is allowed to call directions from the coaching box, but not approach the batter in the box other than the one allowed timeout per inning.

MTB BATTER: Each batter will receive 3 pitches. If the 3rd pitch is not hit fair, the tee will be placed on home plate and the batter will be allowed 2 more swings off the tee. If the player hits any part of the tee, it is considered a strike, not a hit. The umpire must call PLAY BALL before the batter swings. If batter swings before PLAY BALL is called, the ball is dead, and the batter is out. **No bunting** or half swings allowed. These will be called strikes. If the second swing on the tee is fouled, the batter will be allowed one additional swing from the tee. The ball must be hit fair, or the batter is out. The ball must travel THROUGH THE AIR past the circle to be called fair. It cannot hit in front of the tee and roll onto the grass to be called fair. If the batter throws the bat, a warning will be given the first time. If it occurs a second time, the batter will be called out.

HIT BY PITCH: A batter hit by a pitched ball WILL NOT be awarded first base. The pitch will count toward the player's maximum number of pitches.

BATTING ORDER: The batting order shall be the entire roster of players and ALL PLAYERS will play in the field. The batting order will exactly follow the roster presented at the beginning of the game for the entire game. The batting order will only change if a player is not able to take his turn (i.e., due to injury, illness, or bathroom break). An out WILL NOT be recorded for this. If a player arrives after the rosters are exchanged by the coaches, then the name is added to the bottom of the roster/batting order.

BATTING OUT OF ORDER: If a player bats out of order, here are 2 scenarios. 1. If the infraction is discovered while the player is at bat, the correct batter simply assumes the count and replaces the one who was out of order. 2. If the player reaches base safely and the defensive manager calls it to the umpire's attention before the first pitch is thrown to the next batter, the player who batted out of order is out. Once a pitch has been thrown, there is no consequence. The player who was skipped in the order will resume his position in the order the next time around.

FIELDERS: The pitcher must begin play with 1 foot inside the pitcher's circle (10-foot circle). All infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the box and the ball is put into play. ALL teams can have no more than 50% of outfielders positioned in shallow outfield. All outfielders may be positioned deep in the outfield, though. When the tee is brought out, the pitching coach must go outside the foul line and the pitcher must have both feet on the rubber before the umpire calls PLAY BALL. **PENALTY:** If the pitcher is not in the correct position & the batter hits the ball and advances along with any baserunner safely, play stands. If not, ball is dead and runners and batter advance one base. **Tournament: No team may have more than 12 players on the field at one time. Additional players must take turns playing in the field.**

BASE RUNNERS: There will be no base stealing. Runners can advance at their own risk if an error is made when the ball is thrown from any defensive players. Play is stopped when the catcher or the pitcher kill the play at home by stepping on home plate or the pitcher steps on the pitching rubber while holding the ball. All base runners who have not completely reached the next base will have to return to the previous base. The umpire will indicate which runners need to go back.

SLIDING: All players must slide feet first going into any base for safety reasons. **NO HEAD-FIRST SLIDES** or the player will be called out. Even if the player falls head-first into the base, it is up to the umpire's discretion to call the player out. However, player may dive head-first going back to a base to avoid a tag. Also, any player attempting to jump over or run over a defensive player with the ball will be called out. All players must try to avoid contact by sliding feet first.

PINCH/COURTESY RUNNER: There is NO SPECIAL PINCH OR COURTESY RUNNER in modified tee-ball since all players bat and play in the field. **EXCEPTION:** A courtesy runner is allowed for the catcher ONLY if there are 2 outs so that the catcher may get his gear on to keep game moving faster. The runner must be the player who made the last out.

DISCIPLINE: All coaches must have the umpire's PERMISSION by calling TIME to be on the field at any time during play. Failure to do so will result in DISCIPLINARY ACTION, except in the case of injury to a player. No coach will charge out of the dugout when questioning an umpire's decision. An act of this manner will result in IMMEDIATE DISMISSAL from the game and the ballpark. If ejected from a game, the ejected coach will serve a one-game suspension for the following game. This means the coach cannot be on the park premises unless special permission is granted by the head umpire. Harassing of umpires, opposing players, or opposing coaches WILL NOT be permitted for any reason. The manager will be responsible for the acts of their players and parents. This also includes the harassment of their own sons/daughters and teammates. DISMISSAL from the game and ballpark can be the penalty for violations of this rule.