

- Players may choose to hit from the tee (see rule above for special circumstances) or be pitched to. If the player is being pitched to, he/she can elect to use the tee anytime during his/her at bat. Strike count will remain when player switches to tee.
- Players get up to 4 swings from the tee if the 4th swing is foul then that player is out. Players get no more than 2 practice swings from the tee. If they choose to do more practice swings than a strike will be called.
- Players get up to 6 pitches from the coach and if the 6th pitch is fouled, they continue to bat until they miss the pitch or do not swing. Girls may be pitched to underhanded when at bat.
- When the ball is overthrown, the first-time runners can advance TWO bases no matter how many times the ball may be overthrown after the first throw. (Example: Ball overthrown at first runner going to first can only advance to 3rd no matter if the ball is overthrown to 3rd THEY STAY AT 3rd.)
- Throwing the bat is a warning, second time is an out. This is per player during each game.
- Coaches cannot touch the runners during a live ball. First time will be a warning to that team next time any coach touches a runner during a live ball that runner will be called out.
- No stealing bases and no lead offs.
- Every offensive player must wear a helmet when batting or running the bases.
- There can be a hitting/pitching coach, a 1st base, and 3rd base coach on the field during offensive play.
- Batted ball hits the pitcher coach it is a dead ball / no pitch.
- No turning the batter sideways in the batter box.
- No touching the batter.

Defense:

- All players will play in the field.
- All infield positions must be filled.
- The player in the pitcher position must have one foot inside of the pitcher's circle behind the pitcher's plate with a helmet with a face guard or a face guard on when the ball is pitched. Violation of this rule will result in the offensive team to accept the play or re-bat.
- Pitcher must wear helmet with a face guard or a face guard.
- All infielders must be behind the restraining line. All outfielders must have both feet in the grass at time the ball is hit.
- Only 1 coach in the field during defensive play and the coach must stay in the grass behind 2nd base.
- No more than 6 players in the infield, you can have 7 players if you add a catcher. Everyone else will be stationed in the outfield.
- No defensive player shall be stationed in a baseline. If interference occurs, all runners will advance one base plus the base they are advancing to.
- No underhand rolling or intentional grounding of the ball is allowed. If this occurs the ball is dead and the runner advances to the base, they are running to plus one base. A short distance (flip throw) to a base player is allowed.
- If you have a catcher, he/she must wear helmet and mask and stand behind umpire at umpire discretion.
- To stop the play, time will be called when the ball is held in possession of defensive player inside the baselines, at umpire's discretion. When the runner has stopped forward motion (or stride) and the ball is in possession of an infielder inside the baseline time will be called at the umpire discretion.
- The pitcher can only tag a runner out between 3rd base and home plate, or the pitcher can make a force out play at home plate. The pitcher must throw the ball to get a runner out at 1st, 2nd, or 3rd base. All other players can make tags at any base.
- Every play at 1st must be a thrown ball unless fielded by 1st base player.

T-BALL

T-Ball Rules (Ages 5-6)

- Games will last 6 innings or 60 minutes whichever comes first.
 - Games can end in a tie.
 - Run rules
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
 - 3 outs or 7 runs end an inning.
 - To stop the play, time will be called when the ball is held in defensive possession inside the baselines and is not attempting to make a play on a runner, at umpire's discretion.
 - Pitched ball will be no closer than the 20 ft. mark from home plate on the infield.
 - Each team shall turn in a lineup 10 min. prior to the game.
 - Umpires have the final decision on all plays.
 - Appeals must be made at the time of the call.
 - Appeals can only be made by the head coach.
 - Assistants will not question any calls that occur during the game.
 - Head coach is responsible for his/her team and needs to make sure that his/her players and assistant coaches always show good sportsmanship. Teams failing to show good sportsmanship will result in an out for the team at current/next at bat, at umpires' discretion.
 - Teams may play with a minimum of 8 players or have approval of both coaches. Players may enter the games late and will be added to the bottom of the lineup.
 - When the game is over, game balls should be turned back into the umpire.
 - The last team at the field should turn the field lights off. On the top fields, check with concessions before turning off field lights.
 - NSA Rule 3 Section 6: Catcher Equipment: It is mandatory for the catcher to wear full catcher gear- catcher's helmet, chest protector, and shin guards.
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Offense:

- All players in attendance must bat. Every player will bat, and batting order remains the same throughout the game.
- Bats must be official USA or USSSA stamped bats. Big barrel bats will be allowed.
- If a player cannot finish an at bat that player is out. If her/his next at bat comes and still cannot bat there will be no penalty, her/his at bat will be skipped. If a player becomes ill or injured before her/his at bat, then that at bat can be skipped with no penalty.
- Batted ball not hit past the ten-foot arc is a foul ball. Batted ball hits the pitcher coach it is a dead ball / no pitch.
- If you are 8 runs ahead, then you must pitch to your team. Once under the 8 run lead then you can go back to the tee.