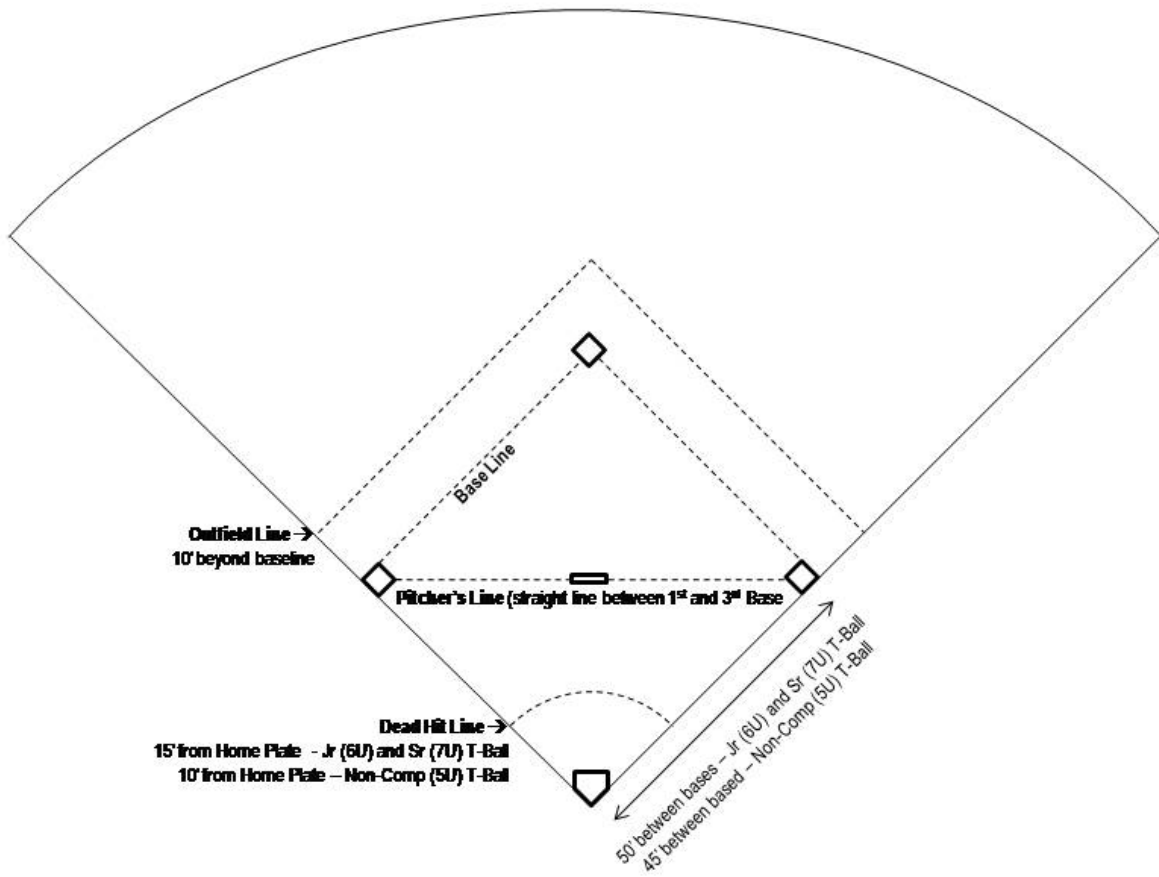




Mississauga North Baseball Association
2022 T-Ball Rules

T-Ball Diamond Setup



THE GAME AND GENERAL RULES

The objective of MNBA T-Ball is to develop fundamental skills (i.e., hitting, running, fielding, throwing, and catching) and general knowledge of the game of baseball. It is designed to get young children interested in the game of baseball by stressing and maintaining active participation of all players.

If a rule is not found in this handbook, then **Baseball Canada Official Rules of Baseball** apply.

Item	Non-Comp (5U) T-Ball	Junior (6U) T-Ball	Senior (7U) T-Ball
Minimum Players to Play	No	6	
Base distances	45 feet	50 feet	
Diamond Layout	Home team (both teams for all playoff games at 6U and 7U)		
Ground Rules	Coaches and Umpires to meet at home plate at 6:10pm		
Score	No	Yes	
Playoffs	No	Yes (Home team determined by coin toss)	
Umpires	No	1 per game	
Innings	3 No new inning after 7:45pm*	4 No new inning after 8:00pm* Minimum 3 for a complete game (2 1/2 if home team leads) Minimum 1 for a suspended game	
Offensive players in batting lineup	All - See Batting Lineup If one team has fewer players, makeup batters to be used (Last Batter must change every game, cannot be a makeup batter)		
Defensive players on the field	All	11 (See Defensive Lineup) No player to sit out twice until all players have sat out once	
Coaches on the field –Offensive	Batting Coach	Coaches boxes (1st & 3rd) No Batting Coach	
Coaches on the field –Defensive	3	Until 2nd Regular Season Game	No
Ball placed on tee by	Batting Coach	Umpire	
Dead hit line	10'	15'	
	Any batted ball that does not cross the dead hit line is treated as a foul ball		
Strikeouts	No		
Infield fly rule	No		
Bunting	No (Full Swing Only)		
Lead Offs	No		
Stealing	No		
Outs	No	Yes Ball must be thrown and caught (force or tag) unless: - a force at 1st - ball fielded by the first baseman - a force at 2nd or 3rd on a ball fielded within 2 steps of base - tag between 2nd and 3rd by the shortstop or 3rd baseman on a player not forced to run	
Base Running	No limit until ball is first controlled by an infielder; at that point any runners in between bases may advance only to the next base, at risk of put out		
	No limit on last batter, runners may continue to advance until catch controls the ball with foot on home plate; at that point, no further runs may score.		

* Time limit only applies until the completion of the school year

BATTING LINEUP

The entire roster present will bat in each inning. The number of players on the team having the most players present will determine the number of batters. If team "A" has 11 players and team "B" has 10 players, 11 batters will bat. Team "B" will make up the shortage by using a make-up batter.

Make-up batters placed directly before the Last Batter will be used to equalize the number of at-bats. The order of make-up batters starts at the top of the batting order and proceeds through the batting order from one inning to the next, excluding the Last Batter. The Last Batter cannot be a make-up batter. For example: 2 make-up batters are required. In the 1st inning use your 1st and 2nd batters. In the 2nd inning use your 3rd and 4th batters, etc. If your make-up batter is on base, replace him/her with a pinch runner. This should be the Last Batter who has returned to the dugout and is not scheduled to bat again in that inning.

Batting lineups must be exchanged between teams before the game begins. Any player who arrives after the start of the game, may be added to the bottom of the lineup, directly before the last batter. The opposing team should be notified so they can make necessary adjustments (adding or removing) to make-up batters.

DEFENSIVE LINEUP

Each defensive team shall have the following players:

- a catcher, playing behind home plate far enough to avoid interfering with a batter's swing
- a pitcher, positioned along the pitcher's line (imaginary line running from first to third)
- four infielders, positioned on or behind the base line: first and second baseman must be on the right side of the infield; third baseman and shortstop must be on the left side of the infield
- up to five outfielders, positioned in fair territory, a minimum of 10 feet behind the baseline

See 'DEFENSIVE POSITIONS' on next page for alignment.

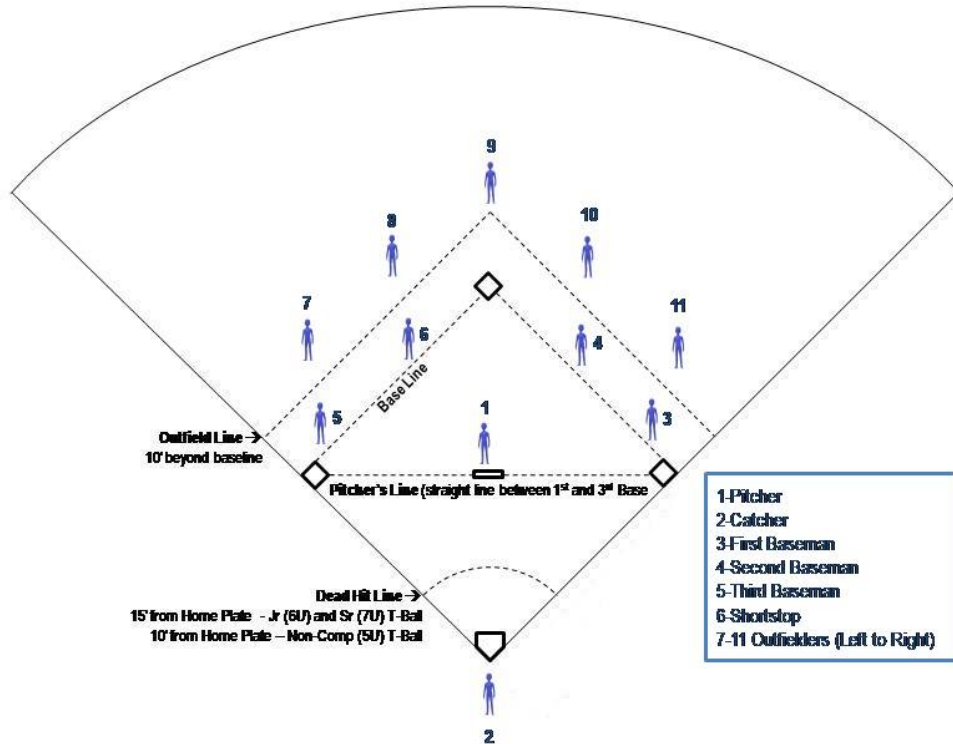
In non-Comp (5U) T-Ball, if a team has more than 11 players on the field, additional players to be added to the infield and outfield with the number of outfielders always being equal to or one greater than the number of infielders

Once a player assumes a defensive position at the start of an inning, he/she may not be assigned another position in the field that inning, except to replace a player removed due to injury or illness.

Players should be given the opportunity to experience all infield and outfield positions. No player may play outfield in consecutive innings.

The pitcher and catcher must wear an approved helmet. Catchers are encouraged to wear a face cage, and may choose to wear a chest protector and/or leg/shin guards.

DEFENSIVE POSITIONS



COACH AND PLAYER CONDUCT

Verbal harassment of an Umpire before, during or after a game, will not be permitted or tolerated. Violation of this rule will result in immediate ejection and suspension of the next game (balance of current game and the next game) suspension for the coach. Based on the severity of the violation or for repeat offenders, the House League Board may increase the length of the suspension.

Physical abuse will not be tolerated and is an automatic suspension until further notice.

THROWN BAT - when the batter releases or throws the bat in such a manner that, in the opinion of the umpire, it could cause either the catcher or the Umpire to be hit with said bat, the ball shall remain live, and play continues. At the conclusion of the play, the batter will be warned for a first offense or called out for any subsequent offense, with the results of the play standing for all other base runners.