

## T-BALL RULES

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1. **GAME TIME:** 6:30pm. We ask all players to arrive 20 minutes prior to game time to allow for proper warm up.
2. **GAME LENGTH:** A game will last from 6:30pm to 7:30pm. No inning will start after 7:30pm. **No games are to be protested. There are no forfeits.**
3. **24 HOUR RULE:** Any Cambridge Minor Softball League member, parent and/or spectator is not to approach a coach to discuss a game, a game incident or a situation that occurred during the game that has provoked an adverse emotional response or a hostile situation until at least 24 hours after the fact. Same rule above will apply to coaches.
4. **RAINOUTS:** Both team coaches at their discretion shall call the game if the field becomes too wet to play on. The game will continue in a light drizzle but will be delayed at the first sign of lightning. A 20 minute delay will occur to see if the rain slows down or stops or no more lightning is seen.
5. **DOUBLE SAFETY BAG:** The white portion is securely fastened in fair territory and the orange portion is fastened in foul territory. Any base runner running to 1<sup>st</sup> base must touch the orange base.
6. **BATTING:** a) If a player bats out of order and they are still at bat, have the proper batter take their place with no penalty. Late players can be added to the bottom of the batting order with no penalty. If a player hits the tee without touching the ball, it's a strike. If the player swings and misses the ball it is a strike. Three strikes constitute an out; however there is no limit on third strike foul balls. A batter cannot foul out. A hit ball must cross a foul line (10 feet) from home plate to be considered a fair ball. Any ball hit that does not cross the foul line is a foul ball and counts as a strike; the base runners cannot advance a base. If the player throws the bat, they will receive one warning. A second offence results in an out. Any thrown bat making contact with the catcher results in an out without a warning.  
b) The team at bat will bat through their batting order before taking the field. If the last batter reaches safe at a base your first batter comes up again for one hit so the last batter has a chance to run the bases. If the last batter is out and does not reach a base safely then you switch to the field. In the next inning you start with the next batter in order. If a team has 12 players and the other team has only 10 players, each team will bat the same amount of batters. In this case each team could bat 13 players if the 12<sup>th</sup> batter is safe at a base.
7. **BASE RUNNING:** Base runners may only advance one base on a ball hit in fair territory that stays on the infield (infield is anything inside the baselines). The base runner may advance two bases on any ball hit to the outfield (outfield is any ball hit outside the base paths in fair territory).
8. **PLAYERS:** No player shall sit for 2 innings until all players have sat at least once. No player can play the same position twice in a game. Players **MUST** rotate between infield and outfield positions. There are no lead offs, no walks, no bunting, no stealing and no sliding.
9. **PITCHERS:** The player that is in the pitching position **MUST** wear a helmet with a faceguard.
10. **CATCHERS:** The catcher must wear protective equipment at all times, this includes a mask, shin guards and chest protector.
11. **UNIFORMS:** PROPER ATTIRE will consist of team jersey, pants, CMS ball cap and softball cleats or running shoes. Uniforms must be worn in a respectful manner. Baseball cleats are allowed. NO soccer or metal cleats. NO shorts, jeans, wind pants (with snaps or zippers on the legs), tights, crocs or sandals for either games or practices. Any player showing up not in proper attire will not be allowed to play or practice. No skin showing from the waist

down and socks should be 3" above the ankle. Any defensive player may wear the proper face mask/guard in any position except catcher. This is not a helmet; it is a pitchers/infielders mask. OASA rule #3, section #6.

12. **JEWELRY:** Jewelry is not allowed. This includes but is not limited to bracelets, rings, piercings, earrings (if new must be covered with a band aid), necklaces and watches of any kind. Medical alert jewelry of any kind is permitted as long as it is covered with a white wristband and not on the pitching arm.
13. **BATTING HELMETS:** Must be CSA approved with two ear pieces, chin strap and face guard. Helmets are mandatory for all batters, on deck batters, base runners and players sitting on the bench. Helmets are not required to be worn in the infield (except for the pitcher) or outfield defensive positions; however team caps must be worn in a respectful manner on the infield and outfield positions. Only sunglasses with shatterproof lenses and prescription glasses are allowed to be worn on the field.
14. **INJURIES:** Any player injured in the game may leave the game with no penalty to their team. This means no out in the batting order will occur. Severe injuries that result in a player leaving the game or missing a game must have a doctor's note to return to the line up. All injuries must be reported to the CMSI convener by the coach. If a coach fails to report an injury, it may result in a game suspension. Any bleeding or open wound must be covered before a player can re-enter the game. Another runner (last out) or defensive player can be used in the injured player's spot.
15. **PLAYING FIELD:** Bases are to be placed 35 feet apart with the safety base at first and the foul line at 10 feet.

## COACHES

1. Shall check equipment and fields prior to games and practices for any hazardous conditions. Refer any hazardous conditions to the CMSI Parks Manager.
2. Home team coaching staff is responsible for marking the field with the appropriate markings (baselines, pitching circle, and placement of bases). See playing rule #15. This should be completed 15 minutes before game time. Home team is also responsible for supplying new and used game balls and the batting tee.
3. Shall refrain from any heated discussions with the opposing coaching staff, umpires, players or fans. This sets a bad example for the players and the league, and will result in an ejection from the game/park. This may also lead to a removal of coaching privileges by the disciplinary committee. See 24 hour rule (Rule #3)
4. Will inform all players, assistant coaches, parents and fans that there is a zero tolerance policy in effect and any offenders will be ejected from the park immediately. Any actions are to be directed to the convener and a decision will be made at their discretion.
5. Shall refrain from using tobacco or alcohol in any form at the park.
6. Must wear proper attire- Coaches jersey, CMS ball cap, closed toe shoes.
7. The defensive coaches may have no more than 2 coaches on the field to help guide the players. The offensive coaches may have no more than 3 coaches on the field to help with the batters (coach at 1<sup>st</sup> base, coach at 3<sup>rd</sup> base and coach at home plate).
8. Will e-mail the scores to the convener after the game: [scores@cambridgeminorsoftball.ca](mailto:scores@cambridgeminorsoftball.ca). Please include division, team number, both team colors and final score.

## PLAYERS

1. Shall use all equipment properly and respectfully.

2. All players are required to sit on the bench in batting order and wait for their turn to bat. No unkind remarks, poor sportsmanship or negative cheering is permitted. Appropriate cheering for teammates is allowed and encouraged at all times.

## **PARENTS**

1. Shall let the coach know ahead of time if their child is going to miss a game.
2. Shall model good sportsmanship to all players at all times.
3. Shall refrain from using inappropriate language.
4. Shall refrain from any heated discussion with coaching staff, umpires, players, or fans. This sets a bad example for the players and the league and may result in an ejection from the park (see 24 hour rule).
5. Shall refrain from using tobacco or alcohol products in any form in the park.
6. Shall refrain from visiting the bench and encourage their child to remain on the bench.
7. If scorekeeping, please notify coaches of any problems in the batting order.

**Please remember that we are here for the kids and should conduct ourselves accordingly so they can have fun while learning new skills.**

**Thank you for your co-operation. Always remember to have fun!**

**Check the website for team stats, [www.cambridgeminorsoftball.ca](http://www.cambridgeminorsoftball.ca)**

**Convener e-mail: [convener@cambridgeminorsoftball.ca](mailto:convener@cambridgeminorsoftball.ca)**