

Ada Sports Complex

T-Ball - Majors

League Rules

- 1. Eligibility:** A player cannot be 7 years of age before January 1, of the current year. The player's age on January 1st determines the age group they are eligible to play.
- 2. Rules:** Play will be governed by specified city league rules stated on this sheet.
- 3. Rosters:** Each coach must provide a copy of the team's complete roster, copies of birth certificates of each player, and all player fees must be paid before participating in play. No player may be allowed to change league teams after 10 p.m. on May 19th and final rosters for the post season tournament must be finalized no later than 10 p.m. June 9th.
- 4. Playing Field:** Base distance will be 60 feet and the distance from home plate to the pitching rubber will be 35 feet.
- 5. Equipment:** Offensive players wear a "NOCSAE approved" batting helmet with extended ear flaps, which cover both ears and temples when in live ball area. Catchers must wear a batting helmet and it is strongly recommended to wear a chest protector as well. A batting "T" will be provided for all teams. ASA stamped/approved 11" optic yellow cover, red stitch, .47 core & 375 lbs. softball will be the only ball allowed for game use. All bats will be marked official or tee ball softball.
- 6. Time Limit:** Each game will be 5 innings, or 50 minutes. An inning cannot start after 50 minutes has elapsed. The tiebreaker procedure will go into effect after time has expired, or if teams are tied after the last inning of play. Tiebreaker will last for 1 inning and then teams will finish game with a tie. In case of inclement weather, the losing team must have been at bat 3 times to constitute a legal game. Incomplete games due to rain or other circumstances will be considered suspended and picked up where they left off at a time designated by the league director or his designee.
- 7. Scoring:** A maximum of 5 runs can be scored by each team per inning. Run rule will be 12 after 3, 10 after 4. If either team is behind and cannot catch up or go ahead, the game shall be over immediately.
- 8. Base Running:** Since all team players are part of the batting order, pinch runners from the order will be used only in case of an injury. Pinch runners will be the player that was recorded as the last out. There will be no infield fly rule, or appeal plays. Umpire makes all calls.
- 9. Offensive/Defensive Line-Up:** A team must bat its full line-up. Defensively a team must have 10 players in the field, but a team can begin play with a minimum of 8 players. Each player must play in the field at least one full inning and everybody bats before you start the batting order over each time.
- 10. Concussion Protocol: LEAGUE PLAY ONLY** In an effort to protect all of our athletes, the league will require all coaches including asst. coaches and umpires of the Ada Sports Complex be certified in the concussion protocol. A certificate must be on file before your team participates. The certificate can be accessed at <https://www.cdc.gov/concussion/HeadsUp/Training/index.html>.
- 11. Batting:** The ball will be hit off a tee located at home plate. The umpire will be responsible for placing the ball on the tee for the batter. The coach may adjust the height of the tee for the batter. Only 20 seconds will be allowed to adjust the tee. The coach is responsible for removing the tee and picking up the bat on a play at home. A batter is allowed 3 swings to put the ball in play. A ball in play is a fair ball that travels outside the circle. Any batter that fails to put the ball in play within 3 swings is out. If the bat contacts the ball or tee and the ball falls off the tee it will be a strike. No bunting or half swings allowed, batter will be out. If the batter causes the complete bat

to go outside the 8' circle, it will first be issued a warning, second time will constitute as an out and ball will be considered dead and runners cannot advance.

- 12. Defense:** Catcher must stand directly behind home plate outside of the 8' circle. The pitcher must stand with one foot in contact with the pitching rubber until the batter hits the ball. All infielders must play in their proper position. No infielder will be allowed to play in front of the arc line that is drawn at 35 feet. All four outfielders must play between the grass and bases, no closer. After the ball is hit, the infielder may then charge the ball, but not until the ball has been hit. There will be no taking advantage of a weaker hitter. The ball will be called dead once it is thrown to and enters the 8' circle around the pitcher's mound. The ball does not have to be fielded by the pitching position player. Runners will be awarded advancing base, or sent back to previous base dependent upon if they have crossed the halfway lines. (Umpires' Discretion)
- 13. Time-Out:** Time will be called when a defensive player has possession of the ball in advance of the lead runner. This rule does not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player.
- 14. Overthrows:** The award is the base going to +1. Runners cannot score on an overthrow and must be hit home.
- 15. Players** must stay on base until the ball is hit and cannot steal, or leave early. Any runners caught doing so will be automatic outs.
- 16. Base coaches** will remain in their coaching boxes during their teams at bat. There will only be one conference between coach and players (offense/defense) allowed per inning. 2 defensive team coaches can be outside the dugout as long as they stay out of the way of play. Coaches cannot physically touch/direct players while base running. This will result in an automatic out. 2 defensive coaches can be out in the grass, one between 1st-2nd and one between 2nd-3rd to help coach players during regular season only. Any coach acting in an unsportsmanlike manner will be warned once, then removed from complex if manner continues.
- 17. Standings will be kept.** In the case of a league tie, the following will take effect:
 - a. Any team with a forfeit is automatically eliminated from title consideration
 - b. Head to head competition.
 - c. Fewest runs allowed against teams involved in championship consideration who are tied.
- 18. Home team** will be decided by coin toss.
- 19. Game time** is forfeit time!
- 20.** Coaches shall be responsible for controlling the conduct of players and parents during a game. If players or fans become unruly then the game could end in a forfeit