

City of Ada**T-Ball - Minors****League Rules**

1. **Eligibility:** A player cannot be 5 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.
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. **Concussion Protocol: League play only** In an effort to protect all of our athletes, the league will require all coaches, 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>
7. **Time Limit:** There will be a 50 minute time limit.
8. **Scoring:** Score will not be kept.
9. Games will consist of 2 full innings. Each half inning will be considered complete when each team has batted through their roster. By the end of the game each player will have batted twice.
10. 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.
11. 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 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 the advancing base, or sent back to the previous base dependent upon if they have crossed the halfway lines. (Umpires' Discretion)
12. Time will also 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.
13. A batter cannot strike out. If needed, a coach can help the batter put the ball in play.
14. If a player overthrows 1st base, no runners will advance.
15. Players must stay on base until the ball is hit and cannot steal or leave early.
16. Home team will be decided by coin toss.
17. Good sportsmanship shall prevail at all times. No standings will be kept.