

**2021 Playing Rules for
Hopkins Area Little League
T-Ball Division**

**Little League rules and regulations will govern all T-Ball Division play
- including the following local rules:**

AT BAT:

1. Score keeping: No score will be kept. Everyone's a Winner!
2. Batting: Batting is round robin and each team will bat their entire lineup each inning. The last batter of the inning will run the bases and score a "homerun".
3. Tee Use/Pitching: Until Memorial Day players will hit the ball off the tee. After Memorial Day coaches will pitch three (3) good pitches to their own team's hitters for games. If after three (3) pitches, the batter is unsuccessful, the batter must use the tee.
4. Strike Outs: No player will strike out.
5. Foul Ball: A hit ball is considered foul if it doesn't go beyond 5 feet.
6. Bunting: Bunting is not allowed.
7. Stealing: Base stealing is not allowed.
8. Over Throws: Runners may not advance on an overthrow.
9. Outs: If a player is thrown out, the defense celebrates the "out" but the runner stays on the base.

IN THE FIELD:

10. Playing Time: Every player of a team roster will play in the field for the entire game. (Modification to Rule IV(I)) Exception: A player may be removed or held out of a game for disciplinary or health reasons. The manager should discuss the situation with the umpire and opposing manager and there must be an agreement reached. The manager should also discuss the situation with the player's guardian after the game.
11. Minimum Players: A minimum of six (6) players is preferred to play a game. In any case where a team has less than six (6) players, the manager may select one (1) or more substitute players from the opposing TBall team to make a roster of six (6) or more players for that game.
12. Coaching on the Field: Managers and coaches are allowed anywhere on the field. Parents are encouraged to assist during games and practices. A team may use managers and coaches for both base coach positions.

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End of Game: Games will be last a minimum of 50 minutes, ideally this will be assure to complete innings. Games may go to all 60 minutes allotted even if an inning will not be completed.

Safety:

- Use helmets as provided by HALL, or the equivalent.
- No bats are allowed in the dugout. They will be stored behind home plate and managed by the coach who is umping.
- Players must not wear jewelry such as, but not limited to, rings, watches, non-medical bracelets, necklaces, or any hard cosmetic / decorative items.
- Catchers should stand behind the coach/umpire while there is a player at bat.
- No sliding head first.
- No on-deck batter is permitted. Players must remain in the dugouts at all times.
- Only the player batting can hold a bat. No players in dugouts can hold bats.
- Use soft tee balls only.
- No parents are allowed in the dugouts or on the field unless approved by the Manager/Coaches and have completed HALL Volunteer forms.

General:

- Learn baseball. Keep the game fun. Keep it organized. Good sportsmanship is important! Players respond better when the coach imposes control over the game's process.
- Coaches should have a brief team meeting on the field after the game to state what the players did well.
- Play according to the league and division rules. Don't change things because you don't agree with them.
- Rotate batting order every game so each player has the chance to bat first and there is a different lead off batter for each inning
- Rotate positions every inning - one inning in the infield, the next in the outfield.
- Coaches and parents will be called upon to help set up and take down the fields. Coaches are responsible for training parents how to set up and take down the fields. HALL does not have staff for field preparation and clean up.
- All bats must be Little League approved. An Illegal bat must be removed. Any bat that has been altered shall be removed from play.