

SOAR T-Ball League Rules

*“Whatever you do, work at it with all your heart,
as working for the Lord and not for men.” Colossians 3:23*

The development and display of Christian character is a major focus of this program. Therefore, good sportsmanship is expected from all players, coaches, parents and spectators. It will be the responsibility of all coaches and umpires to assure that this attitude is maintained at all games and practices. This is, first and foremost, the greatest attribute of our program and “must” adhere to. The integrity of SOAR is at stake.

- 1) Each game will begin with a prayer lead by one of the coaches or the umpire.
- 2) Designated tee balls will be used for all practices and games.
- 3) There will be no forfeits due to team size.
- 4) Each team will play all of their players present in the field each inning. Standard infield positions will be filled and all excess players will be placed in the outfield. Outfielders must begin play at least (15) feet in back of the baseline and cannot come inside the baseline during play. Infielders must stand at least (2) feet outside the base path.
- 5) Four innings or (60) minutes from the specified starting time will constitute a game. Tied games will stand. An inning is complete once the team has batted through their line up. The home team must have last at bats no matter the score. A team shall not start a new inning if the “visiting” team is batting with less than (10) minutes to play.
- 6) The bases will be cleared after the team in the field has recorded three (3) outs. The team at bat will continue to bat through the line up.
- 7) A player will be allowed as many attempts as necessary to cleanly hit the ball in fair territory. Hitting the rubber tee solidly is not a clean hit. Bunting is not allowed. The ball must travel beyond the catcher’s circle (either on the ground or in the air).
- 8) The pitcher must stay in the pitcher’s circle until the ball is hit.
- 9) A player may play either pitcher and/or first base only (1) inning per game (unless there are not enough players). Each player must play in the infield (1) inning each game.
- 10) A player is given (1) warning per game for a “slinging” a bat. The next time it occurs, the player will be called out.
- 11) After a ball has been cleanly hit, play is stopped when any infielder who is in possession of the ball, steps on a base or stands on the inside (home plate side) of the base path chalk like holding the ball above his/her head. Please note that the infielder must be “in front” of “any” runner in order for play to be stopped. The umpire will stop play at that time. However, the umpire, at his discretion, may stop play if the ball is in the possession and under the control of an infielder when necessary to avoid abnormal advancing of bases.

- 12) All play stops when:
 - a) A ball is out of play.
 - b) The umpire calls time out.
 - c) The ball is in possession of the player-pitcher and no runner is trying to advance.
 - d) The umpire stops play, at his/her discretion, if the ball is in the possession and under the control of an infielder in order to avoid abnormal advancing of bases.
- 13) After play is stopped, runners go to the nearest base. A mid-point line will be marked between bases. Runners must be past mid-point line when the umpire calls timeout for the runners to advance.
- 14) Any overthrown ball at first or third base will result in a one base advancement of all runners.
- 15) All offensive players must wear batting helmets when they are on the field of play (running bases, on-deck, batting, etc.).
- 16) The team in the field is allowed two (2) coaches on the field to give instructions. If a batted ball hits one of these coaches, the batter is awarded a ground-rule double. The offensive team may have a coach at first and third base and at home plate. No coach may physically assist a player.
- 17) The bases will be (45) feet apart. The pitcher's circle will be (10) feet in diameter with the center (44) feet from home plate.
- 18) **Decisions of the umpire are final.** No protests will be allowed.
- 19) The development and display of Christian character is a major focus of this program. Therefore, good sportsmanship is expected from all players, coaches, parents and spectators. It will be the responsibility of the head coaches and umpires to assure that this attitude is maintained at games and practices.
- 20) The official rules of Little League Baseball will apply in all situations not covered above.
- 21) All players that are bleeding or have an open wound must be removed from the game until bleeding stops and the wound is properly bandaged.
- 22) Profanity will not be allowed and players and spectators alike should be encouraged to applaud the efforts of the opposing players.
- 23) Teams are encouraged to shake hands with opposing teammates, coaches and umpires after each game.