

Pacific Little League T-BALL RULES

1. Team rosters will be set by the Player Agent and will generally consist of players Little League ages 5 and 6.
2. No score will be kept.
3. Unlimited substitutions between innings. All players must play an equal number of innings in the infield and outfield per week.
4. All players shall bat in rotation. The first nine shall start play on defense.
5. Five runs or three outs, whichever comes first, ends a half-inning, including the last inning.
6. The playing field shall have a fifteen (15) foot arc running from baseline to baseline forward of the backside of home plate. Batters must hit the ball beyond the fifteen (15) foot arc. If not, it is a foul ball.
7. Bunting shall not be permitted.
8. The batter shall not be allowed half swings.
9. All play stops when the pitcher receives and has control of the ball within the prescribed pitching area. At this point, the umpire shall call time. All runners in the process of advancing to a base shall return to the last base touched, with the exception that the batter and runners be allowed to advance a minimum of one base.
10. Runners will be allowed to return after time is called.
11. The Pitcher must have his foot on the pitching rubber at the start of play.
12. All runners must stay on base until the batter hits the ball.
13. At the start of the season, runners shall advance only one base. The purpose of this rule is to teach game sequence in a controlled fashion. As managers agree, later in the season, players may advance multiple bases when the ball is in play.
14. When a team is at bat, one certified coach MUST be in the dugout. One coach must setup and remove the Tee after the ball is in play. The third coach must be a base coach, with a parent as the other base coach.
15. The infield fly rule shall be waived.
16. The batter must have both feet in the batter's box while batting.
17. There will be no strikeouts.
18. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
19. All games shall be six (6) innings, subject to the time limit.
20. On deck batters must remain inside the dugout. Bats shall remain in the bat rack or on the fence until the batter heads out of the dugout to the plate. No on deck circle is permitted (National LL rule 1.08) and there are no practice swings.
21. Time limits will be strictly enforced. For hourly games, no new inning shall start after 40 minutes from the time the game was officially scheduled to start. All games must end at 50 minutes (HARD STOP) regardless of where you are in the game, weekday and weekend. There is a 55 minute game time limit for the last game of the day. Remember, a) the lights go off at Lynndale at 9pm and b) the clock on your game starts at the time your game is scheduled not when you actually start playing.
22. Managers must work together to ensure that games start at the scheduled time.
23. T-Ball games may not be protested.

After the Game:

1. Both teams shall demonstrate good sportsmanship by cheering and congratulating the other team.
2. Team players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings.
3. If the last game of the day, all field equipment should be put away, making sure the equipment box is locked and the field properly raked. Each team is responsible for cleaning the dugouts and its bleacher area.