**3/4 T-Ball**

1. Teams will play all players on defense. Players are expected to play infield and outfield positions during each game.
2. Game times and innings will be in accordance to the chart at the end of these rules
3. Teams will bat the entire roster each inning.
4. No score will be tallied
5. Outs by the defense will count against the offensive team although three (3) outs will not cause the offensive team at bat to end. All players will bat each inning.
6. The tee will be placed on top of home plate.
7. The hitting coach will place the ball on the tee and upon a batted ball, this coach will be responsible for removing the tee from the playing area.
8. Coaches are prohibited from touching or physically assisting players during a live ball situation. Exception is hitting coach aiding batter in positioning in the batter’s box.
9. The batter will be allowed three (3) strikes or attempts to put the ball in play.
10. A ball knocked off the tee during “measuring up” will not be considered a strike.
11. A batted ball must travel past the safety arc to be considered a fair ball, otherwise a strike will be called.
12. The hitting coach will notify the defensive team/coach when the last batter is at bat.
13. Play is stopped for the last batter when the batted ball is thrown to the catcher and the catcher steps on home plate. Runners on base during the last batter may advance until the catcher has possession of the ball and has stepped on home plate.
14. Play will be stopped when an infielder has possession of a live ball in front of the lead runner and all advancement of this runner has stopped. Additional runners will return to the previously passed base unless ½ way to an unoccupied base when play has stopped.
15. Runners may not leave a base until the ball is hit.
16. The defensive team will be allowed a maximum of four coaches in the field to assist players. The coaches will not provide physical assistance once a ball is live.
17. Players should be taught to throw out advancing runners. Players will not be permitted to chase players around the base paths in order to make an out.
18. The catcher will wear protective headgear and be positioned to the rear and back shoulder of the batter until the ball is put in play.
19. Overthrow lines will be determined by the 1st and 3rd base foul lines. A thrown ball will be ruled overthrown after it crosses the foul line. Play will be stopped and runners will be awarded bases obtained prior to the overthrow ruling. This is intended to speed up the game and encourage defensive teams to attempt to make outs at the proper bases while not penalizing them for errant throws.

Appendage “C”.

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| **GAME DURATION Division** | **Innings** | **Time Limit** | **No New Inning** | **Mercy Rule** |
| 3 / 4 Tee Ball | 3 innings | 1 hour | 1 hour | No |
| 5 / 6 Tee Ball | 4 innings | 1 hour 15 min | 1 hour 15 min | Yes |
| 7 / 8 Division | 6 innings | 1 hour 30 min | 1 hour 25 min | Yes |
| 9 / 10 Division | 6 innings | 1 hour 30 min | 1 hour 25 min | Yes |
| 11 /12Division | 6 innings | 1 hour 45 min | 1 hour 30 min | Yes |