



**ROWLETT YOUTH BASEBALL LEAUGE**  
**LEAGUE SPECIFIC RULES**  
**\*USSSA Rules Apply\***



USSSA BASEBALL QUICK REFERENCE TO RULES.

## **7U T-Ball**

**First and foremost, we are a recreational league. Our goal is to provide a fun, positive experience for the players. Coaches and parents should control themselves within those guidelines.**

**2.1 Game Time:** 1 hour or 6 innings

2.1.2 No new inning will start once a game is within 10 minutes of the planned end time (i.e. if it is a 60-minute game, no new innings start after 50 minutes). If an inning is in progress and approaching the end of the game:

- a. Once at the 60-minute end time & the home team is ahead, the game is called exactly at time expiration.
- b. If at the 60-minute end time & the home team is behind by more than the allowed per inning limit (meaning they cannot catch up), the game is called exactly at the time expiration.
- c. If at the 60-minute end time & the home team is behind by fewer than the allowed per inning limit (5), the game proceeds as normal play until the home team wins, scores run limit for inning to tie or 3-outs are completed by the visiting team.

**2.2 Run Limit:** Max of five (5) runs an inning.

**2.3 Run Rule:** 15 runs after the third (3<sup>rd</sup>) innings or 8 runs after the fourth (4<sup>th</sup>) inning.

**2.4 Players:** Teams can play with a minimum of eight (8) players. Failure to field a team (minimum of 8 players) within fifteen (15) minutes after the official start time will result in an automatic forfeit of the game.

**2.5 Playing the Game:**

2.5.1 Maximum of four (4) badged coaches allowed during the game.

- Offense (1st base coach, 3rd base coach, outfield coach, dugout coach)
- Defense (behind home plate to help retrieve baseballs, dugout coach, outfield coach(s) in foul territory down both baselines if needed).

2.5.2 All coaches must be in uniform. He/she must be in a matching team shirt (Same as the team uniform.)

2.5.3 The umpire is responsible for keeping the official game clock.

2.5.4 The City of Rowlett will keep the official game scorebook.

2.5.5 Ties are allowed in regular season play, no extra innings or time will be added.

- If a tie occurs in the end-of-season tournament the following tiebreaker rules will be used to determine a winner
  - a) The team with the least number of strikeouts- if still tied then
  - b) Coin flip (or rock paper scissors if no coin is available)

2.5.6 Coaches are not permitted to make physical contact with players during a live ball.

- Once the ball is dead coaches may give light encouragement or help with positioning.
- First offense: Warning
- Second offense: Automatic out

2.5.7 Coaches MUST submit two (2) copies of their team lineup card before the start of the game. One (1) copy goes to the opposing coach and the other copy is turned in to the timekeeper.

- Line-ups must contain all present, eligible, uniformed players. Such a line-up must be declared before the start of the game and used the entire game. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at-bat comes around.

2.5.8 Rained-out games will be rescheduled to the next available time slot. Rescheduled games are final and cannot be moved without consent from BOTH coaches.

2.5.9 All forfeits will be shown as 7-0.

2.5.10 The City of Rowlett does not allow infield practice before the game starts.

2.5.11 If a game ends in a tie, the game is complete. No extra innings will be played.

2.5.12 In the event of a protest, it will be followed by USSSA Rules, the City of Rowlett Parks and Recreation Department does not allow protests on judgment calls.

## **2.6 Offense**

2.6.1 Each player is allowed six (6) attempts to bat off the tee.

2.6.2 Balls must be hit beyond the ten (10) foot line.

2.6.3 A continuous batting order will be used. Meaning before the game, coaches must choose what order the batters will bat for the game and the order will be used the entire

game. (i.e., if the batter in slot number three (3) completes their at-bat when the third (3<sup>rd</sup>) out of the inning occurs, the next inning batter in slot number four (4) will start off the inning with their at-bat attempt).

2.6.4 Offensive Coaches are not permitted to touch a live ball.

- If a ball accidentally touches a coach, the ball will remain a live ball.
- In the judgment of the umpire, if a coach purposely touches a ball, the ball will be ruled dead, and the runner will be awarded the base they were attempting to take.

2.6.5 A runner(s) may not advance on an overthrown ball (i.e. the runner is running to first (1<sup>st</sup>) base and the defense throws the ball to the first(1<sup>st</sup>) baseman and the first (1<sup>st</sup>) baseman misses the ball or doesn't complete the out, the runner must stop at first (1<sup>st</sup>) base).

2.6.6 A ball hit to the outfield will allow the player to attempt to gain 2 bases max.

2.6.7 A ball hit that remains in the infield will allow the player to attempt to gain 1 base max.

## **2.7 Defense**

2.7.1 All players must stay behind the pitcher's mound until a contact is made with the ball.

2.7.2 Five (5) defensive players will play in the infield each inning, and any extra players will play in the outfield.

- Defensive players should be standing in positions similar to normal baseball defensive alignment (first base, second base, third base, shortstop, outfield)

2.7.3 Defensive Coaches are not permitted to touch a live ball.

- If a ball accidentally touches a coach in the infield, the ball will remain a live ball.
- If a coach purposely touches a ball, the ball will die, and the runner will be awarded the base they were attempting to take.

2.7.4 The position of the catcher will not be fielded.

2.7.5 When the ball is successfully hit, the goal of the defensive player is to field the ball and try to obtain an out.

2.7.6 After the attempt is made and the batter has successfully taken the base they were attempting to take or an out is made the ball will be declared dead and returned to the umpire.

2.7.7 No defensive coach is allowed within ten (10) feet of the pitcher's mound.

2.7.8 If a ball is hit in the outfield, the outfielder must throw the ball to the infield area. Once the ball reaches the infield dirt area or is touched by an infielder, the play is considered a delayed dead ball.

2.7.9 All defensive players are required to be within a ten (10) foot arc of first (1<sup>st</sup>) and third (3<sup>rd</sup>) base until the ball is put into play.

2.7.10 No player is to sit on the bench more than one (1) inning a game unless every other player on the team has sat out at least one (1) inning.

2.7.11 No players are allowed to chase down a runner unless it is in the course of a natural play (acceptable: the ball is hit halfway down the first base line and the pitcher runs to pick up the ball and tags the runner running to first base).

## **2.8 Safety/ Misc.**

2.8.1 All players batting must wear a batting helmet. Face guards are optional.

2.8.2 No player is allowed to touch a bat in the dugout.

2.8.3 A coach or volunteer must be in the dugout at all times to monitor the players.

2.8.4 All players are required to wear the team-issued jersey by the second week of the season.

2.8.5 No metal cleats are allowed.

2.8.6 Throwing the bat will result in a team warning.

- The second team occurrence is an automatic out.
- Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.

2.8.7 Headfirst sliding is not allowed. Any headfirst slide attempt will result in an out being called regardless.

## **2.9 Sportsmanship**

2.9.1 All players, coaches, sponsors, and spectators are expected to conduct themselves in a sportsmanlike manner at all times.

- Any players, coaches, sponsors, or spectators whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning.

- If warranted, the offending party shall be ejected from the game at the discretion of the umpires and/or the Rowlett Parks and Recreation Department.
- Any player, coach, sponsor, or spectator leaving their position or base, in the field, on the bench, in the dugout area, or on grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred/suspended under USSSA Rule 14.02.
- Any coach, sponsor, or spectator ejected from a game shall immediately remove himself from the vicinity of the playing field and/or grandstands for the remainder of the game.
- Any player ejected from a game shall either immediately be confined to the dugout area or asked to leave the park for the remainder of the game.
- All persons ejected may be asked to leave the park and/or venue at the discretion of the Rowlett Parks and Recreation Department.
- Any persons ejected from a game will not be allowed on the premises for the next game.
- Abusive language or cursing shall not be tolerated under any circumstances and shall result in an automatic ejection.
- If necessary, a team may be forced to forfeit a game and/or be removed from the tournament.
- Additional penalties may be assessed at the discretion of the Rowlett Parks and Recreation Department.

2.9.2 ALL RULES ARE SUBJECT TO CHANGE AT ANY GIVEN TIME AT THE DISCRETION OF THE ROWLETT PARKS AND RECREATION DEPARTMENT.