**Randolph Girls Softball**

**T-Ball League Rules**

**2017**

**Games:**

Games are played for 1 ½ hours, as follows:

• Both teams warm up and practice separately for the first 30 minutes
• A game is played for the next 60 minutes

**Innings:**

Play as many innings as can be played in 60 minutes, which is usually 2 or 3 innings.

**Pitching:**

There is no pitching.

**Batting:**

Players bat off a tee which is placed on home plate.

All players bat once through the order in each inning. Each player swings until the ball is hit fair. All hits are confined to singles, i.e., the player stops at first base. **The last batter in each inning hits a “home run” and runs the bases. Change the lineup every time through so different players get a chance to hit a home run.**

No bunting.

No on deck batting. The only player allowed to hold a bat is the batter.

**Fielding:**

All players play in the field at positions designated by the team’s manager.

Catching is fielded by one of the managers or coaches.

Fielders field all hit balls and attempt to make the appropriate fielding plays, however, no outs are recorded. Every batter stops at first base and then runs the bases.

Stop play during the game to instruct your fielders.

**Running:**

All players run to the next base once the next batter hits the ball fair.

No leading. No stealing. No advance to the next base on overthrows.

**Scoring/Standings:**

There is no official scoring of games or league standings.

The primary focus and purpose of T-ball is skill development and increasing each player’s understanding of the game.

**Umpires:**

There are no umpires.

**Equipment/Safety Guidelines:**

Helmets do not need to have face guards

**Thunder/Lightning Policy:**

During thunder and lightning storms, game play is suspended at the first sight of lightning or the first sound of thunder. Game play may not resume until 30 minutes have passed since the last sound of thunder or the last sight of lightning. Keep this is mind during weeknight games, as a 30-40 minute game delay basically renders the game not playable.