Texas District 38 Little League

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2026 T-Ball and Modified T-Ball Rules

These T-Ball Games are being played for the benefit of all players.

Rule #1: These players are 4, 5, and 6 years old. Please remember this at all times!

T-Ball Baseball: District 38 T-ball will use balls marked as *Official Tee Ball.*

- Each team will have **one head coach**, **1 pitching coach (Modified T-Ball)**, and **2 assistant coaches** officially.
- Only coaches and players are allowed in the dugout.
- At least one adult must remain in the dugout at all times.
- Bat boy/bat girls are not permitted.
- A team must have at least (eight) 8 players present within 15 minutes after the scheduled starting time to play the game. This is not an automatic forfeit, but up to the local league to replay the game at a later date or not.
- Each inning will end after
    - 3 outs or
    - Team has batted through the line-up

Time Limit:

- Game time limit is 50 minutes.
- Another inning may **not** begin after the 50-minute mark.
- No inning may begin after 9:00 PM.
- If a game is tied at the end of the time limit, no further play is permitted. The game will end in a tie.

Batting:

- The batting order shall include the entire roster of players (continuous batting) and ALL PLAYERS will play out in the field while on defense.
- The batting order follows exactly the roster presented at the beginning of the game for the entire game.
- The batting order will only change if a player was not able to take their turn, for instance due to injury or sickness. There will be **no out** recorded for injury or illness.
- If a player arrives after the rosters are exchanged by the coaches, then his/her name should be added at the bottom of the roster/batting order.
- When a batter is at bat, the base coaches **must be in the coach's box**. The other coach must be in the dugout.
- The dugout coach is responsible for picking up the bats.

Batter:

- Each batter will receive 3 pitches. If the 3rd pitch is not hit fair, the tee will be placed on home plate.
- Batter will be allowed a maximum of 2 more swings off the tee.
- A batter cannot be called out swinging on a foul ball.
- The umpire must declare **PLAY** or **PLAY BALL** before the batter may hit the ball. **Penalty**: ball is dead, and batter is out.
- If a player throws a bat after hitting, a warning will be given. If the bat is thrown a second time, the player will be out.
- A batter hit by a pitch will not be awarded first base. The pitch will count toward the number of pitches.
- Stealing bases is not allowed.
- Head base runner will determine when play is stopped. Aggressive base running is encouraged to actively aid in the players learning to throw the ball to each and every base.

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.

Pitching Coach (Modified T-Ball):

- The pitching coach must deliver the ball to the batter with one foot remaining behind the 25' line from home plate. The pitching coach may elect to be further back than 25', but no closer.
- Pitching coaches may be changed, but only at the beginning of the inning (unless injured).
- The pitch must be thrown over-hand and can be delivered kneeling or standing.
- When the tee is brought out, the coach must remove themselves from the field of play.

Pitcher:

- The player pitcher must begin play with **one foot within the 10' diameter pitching circle around the permanent mound**. Infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the batter's box and the ball is put into play.
  - **All players are encouraged to throw and make the out** – *see Page 3 rules for offensive running and throwing and how to draw the Field lines.*
- The ball is dead, and the runners must return to the last legally touched base if the catcher has the ball and touches home plate or if the pitcher has the ball and touches home plate or the pitching rubber.
- If a pitcher fields a ball on the rubber, he may in a reasonable amount of time (2-3 seconds) make an attempt to make a play or the umpire may declare the play dead. This is a judgment call.
- If a pitcher or catcher makes a force out at home, they must retouch home plate or the pitcher's rubber to kill the play as described above.

Safety:

- Catcher's must wear full batter's helmet.
- **Modified T-Ball:** Players playing the catcher position must wear full catcher's protective gear. If an adult is playing the catcher position, the catcher must wear full batter's helmet.)
- Pitchers must wear full batter's helmet.
- All batters and base runners must wear full batter's helmet.
- No on deck batters. All players must stay in the dugout until it is time to bat.
- If players are playing around in the field, have your umpires trained to stop play and get them on track.

Other:

- Coaches **must** have the umpire's permission to be on the field at any time during play. Failure to do so will result in disciplinary action, except in the case of injury to a player and then time must still be called.
- **No Coach** will charge out of the dugout when questioning an umpire's decision. An act of this nature will result in immediate dismissal from the game/ballpark.
- Harassing of umpires, opposing players, or opposing coaches **will not be permitted** for any reason.
- Coaches will be responsible for the acts of their parents. This also includes the harassment of their own child/children or their teammates. Dismissal from the game/ballpark will be the penalty for violations of this rule.
- No player/child can play on any other team unless listed on the *Pool Play Form*.

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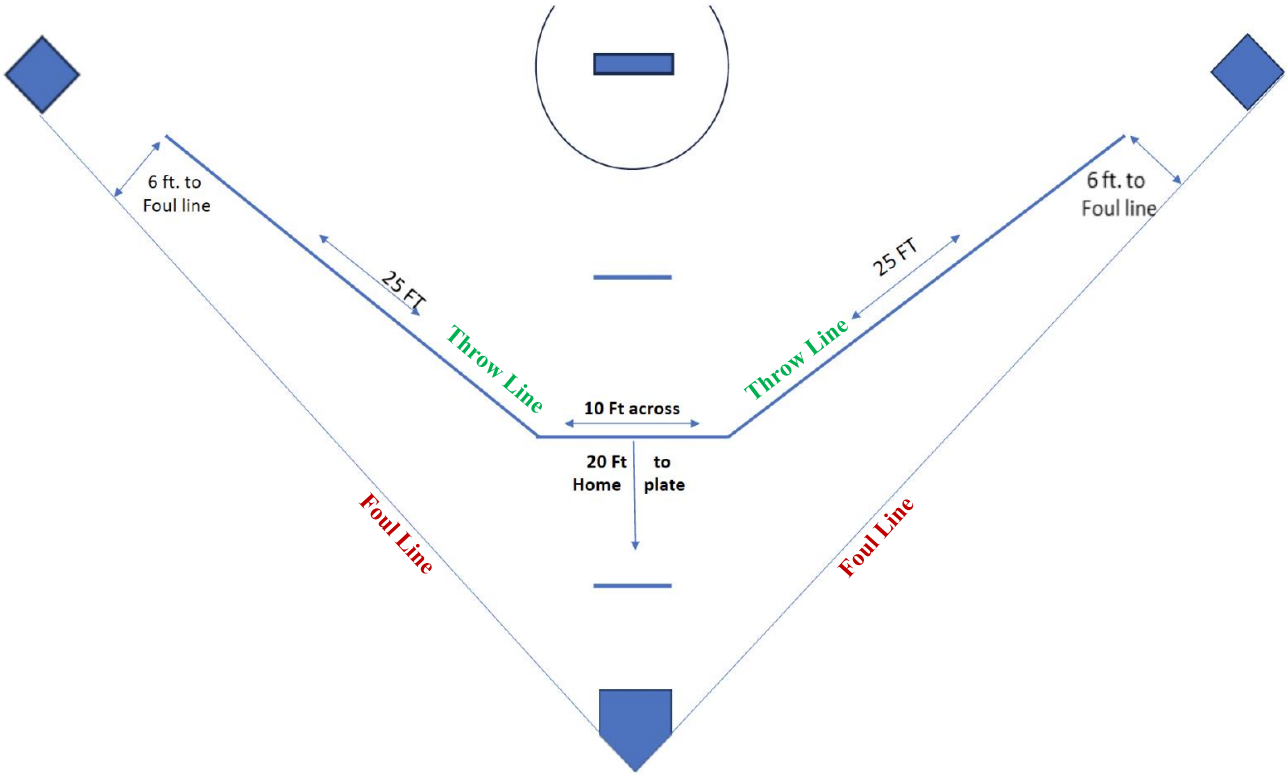
Field Lines & Rules



Rules

1. All Tball coaches should be able to place the lines on the field as shown above.
2. A defensive player may only tag a runner when the ball is fielded between the foul line (above in red) and the throw line (above in green).
3. Any ball fielded past the throw line **must be thrown**. If the ball is overthrown, the runner may only go to the next base. Example:

a. Ball overthrown to 1st. Runner must stop at 2nd base.
b. Ball overthrown to 2nd. Runner must stop at 3rd base.

4. If at any time the ball is fielded past the throw line and the defensive fielder runs down the runner, the runner shall be safe. *Take the opportunity to explain the rule to player on defense*.
5. Between each inning, take the opportunity to explain the rule to players on defense and all Managers & Coaches.

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