2026 Washington County Girls' T-Ball Rules

1. Players wanting to play T-Ball must be going into Preschool, Kindergarten, 1st grade, or 2nd grade. Younger players may be used if needed to make a team.

2. NFHS rules will apply **with the following exceptions:**

3. Chatter and music played by either team during warmups is allowed but must be tasteful (batter, batter, swing). **No Catcher Chatter!** (Revised in 2026)

4. Lineups: Coaches may choose to use a traditional 9-player lineup with substitutions or an open lineup (using all available players) with free substitutions. Coaches must let the umpires and opposing coaches know which lineup they are using during the pre-game coaches meeting. All players must play two full innings (defensive and offensive) and are required to have at least one at-bat. Otherwise, the team must forfeit the game. All substitutes must be entered by the top of the 3rd inning. In the traditional lineup, when a player re-enters, she must go back into the same batting order that she had previously occupied. In case of injury or illness, this rule does not apply, and substitutes may be used. A team must have 7 players to play a game.

5. All players must wear shoes. **No Steel Cleats are allowed.**

6. If any part of the bat is thrown out of the 15-foot circle at any time during the at bat, the batter is out and is ruled a dead ball. All runners must return to their previous base. If the bat is thrown and stays in the circle, the call is at the **umpire's discretion.**

7. The distance between the bases will be 60'. The pitcher's mound will be 40' from the **BACK** of home plate. There is to be a 15' radius circle around home plate and an 8' radius circle around the pitcher's mound with a line extended from both sides of the pitching rubber. Halfway marks between the bases and between 3rd base and home plate and a mark 15' in front of 1st and 3rd base extended at a right angle from the baseline. For player safety, players must be behind this line before the ball is hit.

8. An 11" ball will be used, either fluorescent or white - no rubber core.

9. Games will start at 6:30pm and will be 6 innings OR 55 minutes. During the season, do not start a new inning after 55 minutes of play. If the score is tied after 55 minutes OR 6 innings, up to 2 more innings will be played. If the score is still tied after the 2 additional innings, the number of outs during the game will be used to determine the winner. An inning will consist of 3 outs or 6 runs, whichever comes first. The home plate umpire will announce the official start time, and it is the responsibility of the home team to record said time in the official book. If a team is so far ahead that the other team cannot win, the game

is considered over. **Tournament Play Only: Games will be played until there is a WINNER!** (Revised in 2026)

10. The pitcher must have 1 foot **ON THE RUBBER** until the ball is hit. If the pitcher leaves early, the batter will be awarded 1st base. The umpire has the discretion to issue a warning if they choose.

11. **The ball is dead once it is in the pitcher's possession and the pitcher has at least 1 foot inside the 8' circle and is not attempting to make a play on any runner (at the umpire's discretion).** The ball is to be thrown to the pitcher and **NOT** the catcher. Any throw out of the circle is considered a dead ball. Runners are awarded the next base if they are past the halfway mark when the ball becomes dead. The ball is dead when the extra base is reached regardless of an overthrow back to the pitcher. An attempt to put a runner out at first or third base and the ball goes into foul territory will be considered a live ball and runner may advance at their own liability to the next base. Upon reaching the next base, the ball is dead.

12. Each team must use a rubber "T". The "T" is to have no more than 6" of rubber over the pipe and the rubber is to be no more than 2" wide. The "T" cannot have excessive bottom weight which would prevent it from tipping over. The home plate umpire will have final say regarding a "T" being considered illegal. The "T" is placed on home plate. The ball is "in play" when hit. The batter must be inside the batter's box when contact is made with the ball. The umpire should remove the "T" and the bat from the immediate area after the ball is hit and replace the "T" once the play is dead.

13. The batter is out if she swings and misses 3 times. If the "T" is knocked over, it shall be considered a strike, and the ball will be considered dead regardless of where the ball goes. If the ball does not make it outside the 15' radius around home plate it is a strike. The batter may take practice swings but if they cross the top of the ball or touch the ball or "T" it is counted as a strike. The home plate umpire may use their discretion in this situation.

14. Runners can only advance on a hit ball. A runner may not leave the base **UNTIL THE BALL HAS BEEN HIT.** In the event a runner leaves early, the play is called "dead" with that runner out and all other base runners returning to the base they occupied. A warning may be issued by the umpire but not required.

15. The defensive team may have one or two coaches on the field. All coaches must be behind the baseline at all times. If a live ball comes in contact with the coach the play is dead and all runners, including the batter, are awarded a base.

16. A runner rounding first must make a definite attempt towards 2nd base in order to be tagged out. Turning left **DOES NOT** constitute making an attempt.

17. The infield fly rule is not in effect.

18. There will be no infield practice before games.

19. 2 high school age or older umpires are required and furnished by the home team. A younger umpire may be used if approved by the visiting team. Please make sure your umpires have read the rules. If you have a question about a call, wait until the play is dead, call time out and ask to approach the umpire that made the call. Please be respectful and remember that most umpires are of high school age and volunteer their time.

20. A safety base will be used at every league game and will be used when there is a play at first base. If the throw pulls the first baseman from the white base the runner may use the white base to avoid a collision. The fielder may then touch the safety base to record the out.

21. Each team must submit a roster to the league secretary prior to the first scheduled game.

22. To appeal a missed base, once the ball is dead, the coach must first call a timeout and then inform the umpire the base they wish to appeal. A throw does not need to be made to that base to appeal the call.

23. Following NFHS rules, anytime there is a force out at any base for the 3rd out, runs will not count, even if the player crosses the plate before the out occurs.

24. To add a team to the league, a majority vote must be attained. Each level (t-ball, coach pitch, junior and senior) will only vote for their level. One vote per team.

**Tournament Rotation:** When it is your turn to host the tournament, you may choose to pass, the next team will have the option. You must wait until it is your turn again to have the tournament. Any new team entering the league will have to go to the end of the rotation. If your town fails to send a team to the tournament that is played in the regular season, you will lose your turn in the rotation.

**Palmer 2026, Clifton/Clyde 2027, Washington 2028, Hanover 2029**