



Don Victoria Softball League

Serving the Youth of Fenside, O'Connor Hills and Victoria Village since 1958

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OFFICIAL T - BALL RULES

I. GAME ADMINISTRATION

1. Practices are scheduled for 6:15 p.m and games are scheduled for 7:00pm. Games must start no later than 7:15pm.
2. The Coach of the Home Team is responsible for postponement of games and MUST notify the opposing Coach, the League (via e-mail at donvictoria@rogers.com) and Umpire-in-Chief at least one hour (1 hour) before game time (5:30 p.m. or earlier).
3. Games can only be postponed for the following reasons: poor, unsafe field conditions, inclement weather, or school commitments which reduce a team's strength to less than seven players.
4. To reschedule a postponed game, the Home Coach must contact the Umpire-in-Chief as soon as possible. The Umpire-in-Chief will advise the Coach of available diamonds. The Home Coach will inform the Opposing Coach of dates and diamonds available, and both Coaches must agree on a date for replay. If both Coaches are unable to agree, then the Division Convenor will set the date for replay and both teams must appear or forfeit. The Home Coach is responsible for obtaining Umpire(s) for the replay of postponed games through the Umpire-in-Chief.
5. All regular League games not played by season closing date (the Thursday prior to Championship day) are forfeited.

II. THE GAME OF T-BALL

- The game of T-Ball is designed to get young people interested in the game of softball by stressing and maintaining active participation of all the players; with the offensive team utilizing the full team of players as batters to score as many runs as possible and the defensive team using all players to make as many outs as possible in accordance with the rules.
- The Don Victoria Softball League plays all games in accordance with the C.A.S.A. rulebook. Additional 'league specific' rules for T-ball are indicated below. Coaches may request to borrow a copy of the C.A.S.A. rulebook from the league.

III. DON VICTORIA T-BALL RULES

1. Games shall consist of one or two (1-2) innings and will be considered an Official Game after one (1) complete hour of play.
2. No new inning shall begin after 8:00 p.m.
3. Rotation of Players - Children have more fun and learn more when given the opportunity to play in various positions throughout the season. As a result, the DVSL have incorporated this 'rotation of players' rule (see below). Please make every effort to rotate players safely through the positions.
 - i. The Coach of each team will divide their players into three lines (A, B, and C) for determination of infield positions only. Five A's, five B's and the rest C's.
 - ii. In the first inning the A players would be in the infield, in the second inning the B players would be in the infield and in the third inning (if applicable) the C's and any A's necessary to make up the five positions would play in the infield. If there is only two innings, the 'C' players will be 'A' players in the next game. The backcatcher position is optional and not counted as part of the infield for the purposes of this rotation.
 - iii. The returning A players in the 3rd inning are not permitted to play the same position played in the first inning.
 - iv. The opposing coach is responsible to bring any violations to the attention of the Umpire and the coach will correct the players' positions immediately.
4. Player positions
 - CATCHER: In normal position, back far enough not to interfere with batter.
 - PITCHER: Will stand with both feet on pitcher's plate until ball is hit.
 - 1st 2nd, 3rd BASEMAN & SHORTSTOP: Will be in normal positions and are not to cross the playing line until the ball is hit. (See Rule 4)
 - OUTFIELDERS: Make up the balance of the team and must stay three feet (3') outside base lines until the ball is hit.

- FIELD COACH: One coach will be allowed in the outfield to coach their outfield players. No coach will be allowed to interfere or assist in the play of ball. If the umpire calls interference on the part of a coach, the batter will be awarded the base he/she is going to. All runners will advance one (1) base, including home.
5. Playing Line
 - The playing line runs between first and third base lines, fifteen feet (15') in front of home plate, and is used to determine a fair hit ball. If a player crosses the playing line prior to the ball being hit, time is called by the umpire and all players will return to their position.
 6. The team with the largest number of players in attendance at a game determines the number of batters to retire a side. This is to ensure all players have a turn at bat each inning.
 - i. For example: If fourteen (14) players show up for the game on team A, and only 10 on team B, each inning will have 14 at bats (14 players for team A, 10 players for team B followed by the first 4 players in the line up again).
 - ii. The next inning, the 6th player would start off for team B while the first player would begin the inning for team A, etc.
 - iii. Example #2: If 11 players show up for team A, and 13 for team B, then each inning will have 13 at bats.
 - iv. If a player arrives late, the number of 'at bats' should change accordingly, beginning at the start of the next complete inning.
 7. It is the responsibility of the team coaches to inform the umpire when the last batter is going to bat. The umpire will call "LAST BATTER".
 8. After the last batter has completed his/her turn at bat, play is called dead when the pitcher or catcher touches home plate with the ball in his/her possession or a player catches a fly ball.
 9. Types of calls:
 - FAIR BALL: Legally batted ball that, in the opinion of the umpire, will or could have crossed the playing line in fair territory even if fielded.
 - FOUL BALL: Legally batted ball that in the opinion of the umpire will not or could not have crossed the playing line in fair territory even if fielded. A foul ball is a strike when the batter has less than two (2) strikes. A foul ball may also be a ball batted outside fair territory beyond the playing line.

- STRIKE: a) When a ball is swung at and completely missed. b) When a ball is fouled and the batter has less than two (2) strikes. c) When the "T" is hit without making contact with/hitting the ball.
10. Fielder's Choice or Time Called:
- When any defensive player has control of the ball in the infield and there is no attempt to make a play on a runner(s), he/she must raise his/her hand and call "TIME". The umpire will immediately call "TIME" to end play.
 - The runners will be held on the base last occupied or unoccupied base they were approaching when time was called. If, in the opinion of the umpire, runner has crossed half way point, he/she will be awarded the base he/she is approaching.
11. Players coming late can be inserted into the lineup before the start of the next inning.
12. Field Set up:
- i. Bases: thirty-five feet (35')
 - ii. Pitching: twenty-five feet (25')
 - iii. Playing Line: fifteen feet (15")
13. Umpire is required to move the Tee when the ball is hit into play.
14. Interference: No base coach can touch runners until time has been called.
15. There is no base stealing permitted at the T-ball level of play.
16. JEWELRY: Exposed jewelry such as wrist watches, bracelets, any type of earrings, neck chains or any other items judged dangerous by the umpire may not be worn during the game for insurance purposes. Medical alert bracelets or necklaces are an exception and will be permitted. If a player is wearing jewelry, the umpire will call time and the player will be asked to remove the jewelry before play can resume.
17. Team shirts must be worn at all games. Player(s) arriving at the park without a team shirt are not permitted to play.
18. When at bat, batting helmets must be worn with chin straps secured.