

## 2018 Detroit PAL T-Ball Rules, rev. 5/26/18

1. Bases are 50 feet apart
2. Play 10 players in the field (4 outfielders)
3. All players bat in continuous order
4. All players receive equal playing time in the field unless they arrive late to the game
5. Rotate players on defense so that players experience all positions
6. There are no outs in T-ball. All batters will advance to each base
7. A half inning is complete when all players present have batted
8. There are no strikeouts in t-ball, work with the players to help them hit the ball off the tee
9. There is no stealing, leadoff or advance on balls overthrown to fielders. There is no "infield fly rule".
10. Players may not throw the bat at any time. First offense, warning. Second offense and there after, the batter is out. Work with players to be sure they understand what they did wrong and how to correct it.
11. The game is complete when both teams have batted three times
12. No score or records will be kept in T-ball.
13. "Stick or Stay" rule is not in effect. Runners will advance one base at a time.
14. Home team must set out bases.
15. Visitors bat first

## 2018 Detroit PAL Coach Pitch Rules, rev. 5/26/18

1. Bases are 50 feet apart
2. Coaches should pitch from whatever distance they can consistently throw strikes. Coaches pitch to their own players.
3. All players bat in continuous order
4. All players receive equal playing time in the field unless they arrive late to the game
5. Rotate players on defense so that players experience all positions
6. An out is an out. The player who makes the out must leave the bases.
7. A half inning is complete when all players present have batted or 3 outs have been made (which ever comes first)
8. The game is complete when each batter has batted three times or 5 innings (which ever comes first)
9. "Stick or Stay" rule is in effect. Players should advance the ball to the infield by throwing or running. Once the ball is in the infield and a player has it under control, the play is dead after the fielder shouts "stay". Runners who are more than half way should advance to the next base. Runners who are less than half way should go back. If there is any disagreement on where the runner is, let them advance.
10. Each batter will be allowed only 6 pitches per at-bat. There are no walks. Coaches should serve as umpires and back up catchers.
11. Catcher's gear **will** be provided by the league. Players **may not** play catcher without full equipment approved by PAL. Catcher's equipment will only be used in games where both teams have catcher's equipment.
12. Batters may not advance on a dropped third strike. There is no stealing, leadoffs or "Infield Fly Rule".
13. Players may not throw the bat at any time. First offense, batter is out. Second offense, the player may no longer bat in the game, but can still play defensively. Work with players to be sure they understand what they did wrong and how to correct it.
14. No score or records will be kept in Coach Pitch.
15. Home team must set out bases.
16. Visitors bat first

In cases when storms are expected, a message will be sent through SI Play at least 2 hours before game time indicating whether games are cancelled or whether teams should report to the field. There are no umpires in t-ball/coach pitch so coaches must make a decision at the field if weather unexpectedly becomes an issue. Once lightning strikes, lightning and thunder must be clear for at least 30 minutes after the last strike before play may resume. Since t-ball/coach pitch games are so short, if both coaches agree, call the game once lighting or thunder strikes and do not plan to resume. If necessary, arrangements can be between the coaches to reschedule the game.