

## **2025 Davidson County 6U Modified T Ball All-Star Tournament Rules**

### **TEAMS**

- a. Teams shall consist of at least 10 players, but not more than 15.
- b. Home team will be determined by a flip of a coin at the start of each game.

### **AGE REQUIREMENT AND PLAYER ELIGIBILITY**

*Cut-off date:* May 1<sup>st</sup> 2108 birth date for modified baseball players and January 1<sup>st</sup> 2018 for modified softball players. Players age on that date determines the eligibility and division in which a player will be assigned. These same league age rules will apply for the all-star tournament. ALL players must have played in a t-ball, modified t-ball, or modified softball division within a Davidson County Booster club in the Spring 2025 Season. If a booster club doesn't have enough players to make a team, they may join with another booster club only if the booster clubs respective elementary school feeds the same Middle/High School. You cannot bring a player down from Rookie league who is age eligible and play in the modified all-star tournament. There will be NO exceptions to this rule.

#### **Rule 1: Player Bench Time:**

- A. No player may sit on the bench for more than two consecutive innings per game. Responsibility for mandatory playing time lies with the head coach. First offense will result in a warning. Second offense will result in forfeit of the game.

#### **Rule 2: Coach Pitching Rules:**

- A. The coach will pitch three (3) pitches to each batter, from a 10-foot (10') circle centered at 40 feet (40') from home plate.
- B. There will be no "no pitch" calls from the coach pitcher.
- C. If the batter fails to hit any of the three pitches into fair territory, the batter will be allowed two (2) swings from a batting tee.
- D. If the batter fouls off the third pitch, the coach may elect to pitch the (2) remaining attempts. If the batter strikes the fifth ball foul or foul tips the fifth ball the batter shall receive another attempt until the batter either misses the ball or hits the ball in play.
- E. Once hitting off the tee, the ball must be hit into fair territory beyond the 10-foot arc for it to be considered a fair ball.
- F. Any ball hit in fair territory from the coach's pitch is considered a fair ball regardless of distance.

#### **Rule 3: Pitching Coach Interference:**

- A. If a batted ball hits the coach within the pitching circle, the play is ruled "no pitch," and the batter receives another pitch.
- B. If the coach is hit outside the pitching circle by a batted or thrown ball, the lead runner is out, and no other runners can advance.
- C. If the coach is hit by a thrown ball while standing inside the circle (both feet within the circle), play continues until time is called by umpire.

**Rule 4: Coach-Pitcher Restrictions on Coaching Base Runners:**

- A. The coach-pitcher shall not provide any verbal or physical direction to base runners while the ball is in play. This includes, but is not limited to, gestures, commands, or encouragement intended to influence the actions of base runners.
- B. Once the ball is put into play (i.e., upon the delivery of the pitch and the batter has made contact with the ball or the ball is in motion), the coach-pitcher must remain within the designated coach's box or their area of responsibility. They are prohibited from leaving this area to assist or direct the base runners during the course of the play.
- C. If the coach-pitcher is observed coaching base runners while the ball is in play, the umpire shall issue a warning. If the violation is repeated, the umpire will impose a penalty, which would include the lead base runner being called out. Continued violations will include ejection of coach-pitcher from the game along with an out being called.

This rule ensures fairness in the game and emphasizes that base runners are to make decisions based on the play as it unfolds, without interference from the coach-pitcher and to also limit confusion for defensive players.

**Rule 5: Pitcher Positioning:**

- A. The pitcher may stand on either side of the coach but must keep one foot inside the 10-foot circle until the ball is hit.

**Rule 6: Time Out:**

- A. A time out is called by the umpire when the ball reaches the pitcher or enters the pitching circle.
- B. The coach-pitcher must make a reasonable effort to field the ball if thrown near the circle.
- C. First warning: Coach-pitcher fails to field the ball adequately.
- D. Second warning: Lead runner will be called out. Batter will receive the out if no one is on base.
- E. Third warning: The coach-pitcher and the manager are ejected and an out will be given as described in section D.
- F. Halfway marks: Between 1st and 2nd, 2nd and 3rd, and 3rd and home, these marks determine whether a runner advances or returns to the previous base.

**Rule 7: Returning the Ball:**

- A. Outfielders and infielders may return the ball to the coach-pitcher. The coach-pitcher must make a reasonable effort to field any ball thrown to them.

**Rule 8: Inning Completion: An inning will end when either:**

- A. Seven (7) runs have been scored, or
- B. Three (3) outs are made, whichever comes first.

**Rule 9: Mandatory Protective Gear:**

- A. All batters, on-deck batters, base runners, and pitchers must wear protective helmets.
- B. The pitcher must wear a helmet with a face mask.

- C. The catcher must wear a full set of protective gear, including a throat guard, mask, shin guards, chest protector, and a cup if catching thrown pitches.

**Rule 10: Base Running:**

- A. Base runners must remain in contact with the base until the ball is hit.
- B. If a base runner leaves the base early, they will be called out.
- C. The trailing runner may occupy the base reached by the early runner when the play is stopped.
- D. Stealing is not permitted in T-ball.

**Rule 11: Advancement of Runners After Throw-Away at First Base**

**A. Definition of Throw-Away Occurrence**

A throw-away occurrence at first base is defined as an inaccurate throw that does not come in contact with the first baseman that allows the batter or a base runner to potentially advance.

**B. Runner Advancement**

When a throw-away occurs at first base, all runners, including the batter, may advance a maximum of one (2) additional bases beyond their current position. However, this advancement is not guaranteed. Runners may be thrown out or tagged out while attempting to advance the additional base.

**C. Specific Advancement for the Batter**

The batter, in particular, may only advance to second base as a result of a throw-away at first base, regardless of the circumstances. Any attempt to advance further will not be allowed.

**D. Section 4: Base Runners**

Runners attempting to advance the additional base must do so at their own risk. The defense may attempt to throw or tag out any runner trying to take the additional base, and they are subject to being put out.

*This rule ensures that throw-aways are handled with a clear limit on how far runners can advance, preventing excessive base movement while maintaining the risk of being put out.*

**Rule 12: Throwing to First Base:**

- A. Infielders must use an overhand throwing motion when throwing to first base.
- B. An underhand toss is acceptable only for short, close-range force outs (e.g., second baseman throwing to first when standing near the base or if play draws both first and second baseman to the gap, second baseman has option to tag first base).
- C. An underhand toss is a judgment call and must be an attempt to throw the ball.
- D. Pitchers must throw the ball to first base and cannot tag runners attempting to reach first base.
- E. (Exception) If a batted ball causes the pitcher to move toward the fair line, the pitcher has the option to tag the runner, provided the runner has not yet crossed the pitcher's position on the field. However, if the runner has already passed the pitcher and is beyond their position, the pitcher is required to throw the ball to first base in order to attempt to get the runner out.  
(Umpires Judgement)

### **Rule 13: Game Duration, Tie Situations, and Final Inning Conditions**

#### **A. Game Duration**

A regulation game will consist of **five (5) innings** or a maximum of **one (1) hour and fifteen (15) minutes** of play, whichever comes first. No new inning shall begin with 10 minutes left within the 1 hour 15 minutes time limit. The umpire is the official time keeper.

#### **B. Tie Game and Incomplete Innings**

If the game is tied and fewer than five (5) innings have been played, and there is **less than ten (10) minutes remaining** after the completion of the current inning:

1. Play will continue until **time has expired** or both teams have had an equal number of at-bats.
2. The game will not end until both teams have been given the opportunity to bat the same number of times, even if the remaining time is less than the full duration of an inning.

#### **C. Home Team's Additional At-Bat**

Once a new inning begins under the conditions described in Section 2:

1. If the **home team is losing** and the run differential is **five (5) runs or fewer**, they will be granted **one additional at-bat** to attempt to tie or win the game.
2. If the home team is ahead or behind by more than five (5) runs, no additional at-bat will be granted.

#### **D. Finality of Play**

Once the time limit has expired or both teams have batted the same number of times, the game will end, and the final score will be recorded as is.

### **Rule 13: Defensive Lineup:**

- A. Each team must field 10 players. Coaches can choose to play 4 or 5 outfielders:
  1. If 4 outfielders are used, a catcher must be present.
  2. If 5 outfielders are used, no catcher is required.
- B. Outfielders must stand at least 20 feet behind the baseline.
- C. Infielders must be within 10 feet of the baseline. No further, no closer.
- D. If a team has fewer than 10 players, they may choose to play without a catcher.
- E. All players must bat before any player returns to the top of the batting order.
- F. Teams with only 8 players must take an automatic out in the 9th spot in the lineup.
- G. If a 9th player arrives during the game, they may be inserted into the 9th spot, but the umpire and opposing coach must be notified.

### **Rule 14: Base on Balls:**

- A. No batter will be awarded first base due to a walk.

### **Rule 15: Infield Fly Rule:**

- A. The infield fly rule does not apply in this league.

**Rule 16: Scorekeeping:**

- A. Each team must designate a scorekeeper. Any disputes regarding the score, outs, batting order, etc., will be resolved by the umpire.

**Rule 17: Offensive Lineup:**

- A. Roster Batting Rule:
  - 1. Each team is required to bat their entire roster in every game, regardless of the number of players available.
  - 2. All players on the team must be placed in the batting order, and each player must have an opportunity to bat.
  - 3. The batting order will remain consistent throughout the game, meaning that players must bat in the order listed, no substitutions. Batting out of order will be ruled as an out.
  - 4. If a player misses their turn in the batting order, they cannot reenter the game.
  - 5. No automatic outs will be called for players who do not bat, except in cases where a team has an insufficient number of players to field a full lineup (e.g., starting the game with fewer than nine players).
  - 6. If a player is injured or unable to bat during their turn in the order, the next player in line will take their place without penalty, and the injured player will be skipped in the batting order but will not be eligible to return to the game.
  - 7. In order to eliminate forfeits, a team may begin a game with eight (8) players; however, the ninth (9th) position in the batting order will be recorded as an out in each batting rotation until the ninth (9th) player arrives and is inserted into the lineup.
  - 8. A coach who only has nine (9) players when the other team has ten (10) players will not be penalized an out for only having nine (9) players. If a team, due to illness or injury finishes a game with only eight (8) players, the team will be charged an out at the ninth (9th) spot or at the injured players spot.

**Rule 18: Coaching Staff:**

- A. Only 5 coaches are allowed on the field or in the dugout at any time.
- B. Two coaches may be positioned in the outfield for defensive coaching.
- C. Four coaches must be in position during the team's offensive half of the inning:
  - 1. Coach pitcher
  - 2. Coach catcher/tee coach
  - 3. 1st base coach
  - 4. 3rd base coach
- D. If more than 5 coaches are present, the team will receive a warning. Failure to comply results in the removal of one coach, and further violations may result in the ejection of the coach.

**Rule 19: Ejections:**

- A. If a manager, coach, or fan is ejected, the manager will be suspended for two (2) games. It is the manager's responsibility to control their coaches and fans. Persistent misconduct should be reported to the field supervisor.

**B. Rule 20: Thrown Bat:**

- A. The first instance of a thrown bat will result in a warning for both teams.
- B. The second instance will result in the batter being out, and no runners will advance.

**Rule 21: Bat Specifications:**

- A. 2 ¼" diameter bats are allowed.
- B. 2 5/8" diameter bats must have the USA Baseball stamp.
- C. Any player using an illegal bat will be ejected, and the manager will be ejected and suspended for two (2) games.
- D. The safety of the players is our priority.

**What is considered a judgement call?**

A "judgment call" in baseball refers to a decision made by an umpire that is based on their interpretation or evaluation of a situation, rather than a clear, objective rule. These calls can involve elements like the timing of a play, the intentions of a player, or the behavior of a ball in motion. Some common examples of judgment calls include:

- 1. **Balls and Strikes** – Umpires have discretion in calling balls and strikes, as it's based on their judgment of whether a pitch crosses the strike zone.
- 2. **Safe or Out Calls** – When a player is tagged or a base is reached, an umpire decides if the player is safe or out based on their own interpretation of the play.
- 3. **Fair or Foul Balls** – Umpires decide whether a hit ball lands fair or foul based on its trajectory and location.
- 4. **Catch or No Catch** – When a fielder attempts to catch a ball, the umpire decides whether it was caught cleanly or if the ball was dropped or trapped.

Because judgment calls are based on the umpire's perspective, they are not reviewable by video replay (except in certain situations like home runs or boundary calls). Disagreements about judgment calls can lead to arguments, but ultimately, the umpire's decision stands.

Arguing with an umpire over a judgment call can lead to penalties, and the consequences depend on the intensity and nature of the argument. The penalties typically escalate if the argument becomes confrontational or disrespectful. Here's how it generally breaks down:

- 1. **Warning:** Umpires may issue a warning if a player or manager is simply questioning a call in a calm and respectful manner. In this case, the umpire might ask the player or manager to "move along" or "play ball," signaling that further discussion is not permitted.
- 2. **Ejection:** If the argument continues or becomes more heated, the umpire may eject the player or manager from the game. This is typically reserved for cases where the player or manager is being overly aggressive, using foul language, or showing disrespect toward the umpire. The ejection is final for that game, and the individual must leave the field immediately.

3. **Suspension:** In some cases, especially for managers or players who repeatedly argue calls or engage in unsportsmanlike conduct, there may be further penalties after the game, such as a suspension. These penalties are usually handed down by the league following a review of the incident.

The primary rule here is that while players and managers are allowed to express their opinions, there's a fine line between reasonable questioning and crossing into unsportsmanlike behavior. Umpires have the authority to maintain control of the game and protect the integrity of the contest, which is why penalties for arguing judgment calls can be so strict.