

TSP T-Ball Rules

Kindergarten division | 2026 standardized edition

These sport-specific rules must be read together with the TSP General Rules. The General Rules govern unless this document clearly states a sport-specific exception.

NFHS rules apply unless modified below. These rules prioritize player safety, fair participation, sportsmanship, and age-appropriate skill development.

Game Administration

- Home team uses the third-base bench. Coaches remain in designated boxes until the ball is dead. Scorekeepers stay in the bench area so scores can be checked between innings.
- No infield or batting practice is permitted during pregame warmups at Bolton Hill.
- Games are five innings or 80 minutes. No new inning begins after 80 minutes. A rain- or darkness-shortened game is complete after three innings.
- Every rostered player bats in lineup order. An inning ends after nine batters or three outs, whichever occurs first.

Batting and Baserunning

- Each batter receives up to three swings, regardless of foul balls. A foul on the third swing earns another swing. Each batter is limited to three lineup swings.
- Runners may not lead off or steal and remain on base until the ball is hit.
- A batted ball must clear the 3-foot arc in front of home plate to be fair. The arc line is fair territory.
- T-ball bats may not exceed 2 5/8 inches in diameter. Big-barrel bats are legal within that limit.
- The first thrown-bat incident is a team warning; later incidents result in an out.

Field and Dead-Ball Rules

- Bases are 60 feet apart. Pitcher's rubber is 40 feet from home plate, with a 10-foot circle around the mound.
- Pitcher keeps one foot on the rubber until contact. A ball hit directly to the pitcher in the circle must be thrown to make the play. On a ball hit to either side, the pitcher may run down the batter but must then make a throw to attempt another out.
- When the pitcher controls the ball inside the circle after the batter reaches first or is put out, play is dead. The lead runner returns to the last controlled base unless forced forward by occupied bases. Only the pitcher can stop play this way.
- On the ninth batter, play stops at the third out or when the catcher controls the ball at home, even if the ball went out of play. The ball must be thrown to the catcher from outside the 12-foot arc.

Defense and Participation

- Maximum 10 fielders. With 10, use left field, left-center, right-center, and right field. A team with 10 or more available players fields 10 unless discipline, illness, or injury applies.
- Outfielders begin at least 15 feet behind the baseline and 15 feet apart. Corner infielders stay within 15 feet of their bases. First baseman, second baseman, shortstop, and third baseman remain within 3 feet of the baseline and at least 15 feet from other players. Players assume positions before the ball is hit.
- Each player plays at least two defensive innings.
- After the first week of games, coaches should have field positions and batting order ready before the inning to avoid delays.