

## TNT WEEBALL RULES

1. TNT WEEBALL IS A RECREATIONAL COED LEAGUE FOR 3, 4, AND YOUNG 5 YEAR OLDS.
2. NO SCORE SHALL BE KEPT
3. THE GAME WILL CONSIST OF 2 INNINGS
4. OUTS CAN BE MADE BUT NOT KEPT TRACK OF
5. ENTIRE LINEUP WILL BAT EACH INNING, TOP TO BOTTOM 1ST INNING, BOTTOM TO TOP 2<sup>ND</sup> INNING
6. THREE DEFENSIVE COACHES ALLOWED IN THE OUTFIELD, ONE ON FIRST BASE FOUL LINE AND ONE ON THIRD BASE FOUL LINE
7. PLAYING FIELD: ARC WILL BE DRAWN IN FRONT OF THE TEE AREA, HIT BALL SHALL PASS THE ARC TO BE CONSIDERED FAIR. THERE IS A CIRCLE AROUND THE PITCHING AREA WITH THE PITCHING RUBBER WHERE THE PITCHER STARTS AT.
8. FIELDING: ALL PLAYERS PLAY DEFENSE, INFIELD WILL CONSIST OF CATCHER, PITCHER, FIRST, SECOND, THIRD, SHORT; REMAINDER OF PLAYERS ARE OUTFIELD.
9. CATCHER IS REQUIRED TO WEAR A HELMET
10. PITCHER IS ENCOURAGED TO WEAR A FACEMASK, OR A HELMET WITH FACEMASK.
11. BATTING AND BASERUNNING: BATTER, ON DECK, AND BASERUNNERS ARE REQUIRED TO WEAR HELMETS. ALL BATTERS HIT FROM A TEE. EACH TEAM BATS THROUGH THE LINEUP. FIVE SWINGS PER BATTER. NO STEALING OR BUNTING. BASERUNNERS SHALL NOT ADVANCE ON ANY OVERTHROW IN THE INFIELD. ON BALLS HIT TO THE OUTFIELD, BASERUNNERS CAN ADVANCE AT THEIR OWN RISK UNTIL THE BALL IS CONTROLLED BY AN INFIELDER. ONCE CONTROLLED BY AN INFIELDER, RUNNERS CAN ONLY CONTINUE TO ADVANCE IF THEY ARE MORE THAN HALFWAY TO THE NEXT BASE. ALL RUNNERS WILL CROSS HOMEPLATE WHEN THE LAST BATTER IN THE LINEUP HITS THE BALL.
12. BALL IS LIVE IN PLAY AND BATTER CAN HIT THE BALL ONCE UMPIRE ANNOUNCES "PLAY BALL"
13. BALL WILL BE A SAFE SOFT BALL PROVIDED BY TNT FOR THE GAME.
14. MUST USE T BALL BATS