



Recreation T-Ball League Rules

1.00 General

- 1.01** All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, the hope is to increase every child's interest in the sport and decrease boredom in the field.
- 1.02** It is important that this first experience with baseball be a positive one. All coaches and parents are encouraged to stress "fun and fundamentals".
- Players need to be learning to play the game properly. For example, the pitcher should not field a ball and try to out-run the batter to first base. Players need to learn to make the proper play by throwing the runner out.

2.00 The Game

- 2.01** All games will be played with a time limit of 60 minutes.
- An inning cannot be started after 50 minutes.
 - The home coach will keep the official clock.
- 2.02** At the beginning of each game, each team should contribute one new game ball, which will be returned to the team at the end of the game.
- 2.03** "Friendly" chanting is allowed, but coaches should immediately stop any mean or unsportsmanlike statements.

3.01 Batting and Base Running

- 3.01** All players will bat with no outs recorded. In order to reduce boredom, each team shall bat half of their players in alternating innings.
- For example, if a team has 12 players, six should bat in innings 1 and 3 and the other six should bat in innings 2 and 4.
 - Coaches should train their teams to switch out from offense to defense as quickly as possible.
- 3.02** Base runners may advance at their own risk.
- If a runner is tagged or forced out, the runner should return to the dugout.
- 3.03** No score will be kept and no winner declared.
- Coaches should instruct parents to observe this rule.
- 3.04** When a team is **batting**, **four** adults are allowed on the field: one batter assistant, one first base coach, one third base coach, and one adult behind second base or in that general area.
- 3.05** The ball shall be placed on the tee and the batter shall be given as many swings as necessary until a fair ball is hit.
- 3.06** A line will be placed from the right field line to the left field line, three feet in front of home plate. If the batted ball does not pass the line, it is considered a dead ball and the ball will be replaced on the tee.

4.00 Defense

- 4.01** Every player will play defense. There will be no player required to sit the bench.
- 4.02** The catcher is optional. When a catcher plays, they are required to wear a protective helmet with facemask and the coaches should make sure the player is positioned directly behind the batter.
- 4.03** A player in the pitcher's position must wear a protective helmet with facemask.

4.04 Any bat stamped “tee ball” is acceptable.

4.05 A.R.I.F. level 5 baseball will be used.

4.06 When a team is on **defense**, a maximum of **five** adults are allowed on the field.

4.07 A ten-foot diameter circle will be placed around the pitcher’s mound. Play shall stop when the ball passes through a “cylinder”, described by the pitcher’s circle and extended toward the sky. The ball does not have to be under control to stop play. If the ball does not pass through the cylinder, it is considered a live ball, and runners may advance at their own risk.

4.08 The defensive team may also stop play by stopping the lead runner from advancing. \

- a. A perpendicular line to the base path will be placed mid-way between the bases for determination of which base the runner will occupy when play stops.