

T-Ball

- All players are on the infield during a defensive half inning. Smaller teams allow for this, keeps players interested on defense and smaller teams make for quicker turns through the batting order.
- Batters, base runners and catchers must wear their helmets while on the field of play. First base should wear their helmets. Chin straps must be done up at all times.
- No wooden bats.
- No on deck circle. No practice swings until up to bat.
- Batter throws the bat accidentally or not, warning. Next time the player is called out. May seem harsh for younger players but is a safety issue.
- Safe Base – Orange (foul) side is for runner. White (fair) side is for fielder.
- All players must bat in their half of the inning. Unlimited outs. All players on the team should be listed on the score sheet /batting order. Late players can take their bats as their turn comes up.
- When defense is in position. Catcher will put the ball on the tee and call play.
- Each batter will have as many swings as it takes to hit the ball past the 20 foot arc. Any hit less than 20 feet are foul balls. No half swings or bunts. Encourage players to take full swings
- Runners can not lead off. Must stay in contact with base until ball is hit. No stealing.
- No advancement on a dead ball. Players can advance on the bases until the ball is thrown back to the infield arc or toward a base. Coaches will return runners if needed.
- Runners advance two bases maximum on any hit – except the last batter.
- Ball needs to be thrown into the 20' arc and 'Dead Ball' declared and all play stops.
- Encourage players to throw the ball overhand at all times.
- The final batter is declared by the coach prior to that player's at bat. The player hits the ball, and all runners continue to advance to home until the ball returns to the plate and the fielder places it on the tee.
- No new inning after 8 pm or not after 90 minutes after the start of the game (weekend games)