



New Richmond Baseball Club T-Ball Rules

Objective of the T-Ball Program

The objective for the T-Ball program is for our children to learn basic information about the game and simple skills such as holding a bat, throwing stance, fielding position, and fielding/base locations, and most importantly, become a fan of the game. The rules are simplified to accommodate the young age group. The program emphasizes skill development and sportsmanship. There is no score keeping of any kind.

Performance Goals of the T-Ball Program

- Familiarize players with the concept of teamwork and with the responsibilities of a team-member. Players will know and address all teammates by name.
- Familiarize players with the concept of sportsmanship. We will shake hands with the opponent after the game, etc..
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will be able to run the bases.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to make a throw to the appropriate base or cut-off man.

Rules of the T-Ball Program

Safety

- Safety is always first.
- No throwing the bat.
- Soft safety balls will be used at all times.
- All batters will wear a batting helmet while both at bat and on base.
- No base stealing.
- There is no on-deck circle. The on-deck batter will wear a helmet; no swinging until they are in the batters box.
- Shoes with steel spikes are prohibited.
- No jewelry will be worn.
- A batter who throws their bat after swinging will be warned the first time and out the second time but if the problem continues the player will be forced to lose an "at bat turn".
- Violent throwing of equipment is not permitted. A 2nd offense will result in ejection.
- During a game, the hitting team's coaches are advised to facilitate hitting and base running (with a third coach or parent helping behind the backstop for keeping order), and the fielding team's coaches are advised to direct the defense on where to throw and keep kids in position.
- Advise parents to write kids' names on hats and gloves, and take all personal equipment home after the game.
- Kids should be strongly encouraged to keep eyes focused on the batter, then the ball. The hitter should not be allowed to swing until the defense is ready.

Start of the Game

- Boys and girls currently in K or pre-K (age 4 or older) are eligible to play.
- A team should appear at the field, ready for play, at scheduled start of the game.
- Each game will consist of approximately 1 hour 15 minutes of playing time, typically 2-3 innings.
- All players present will be placed in the batting line-up and will bat in the order listed.
- Games will be cancelled when light or other conditions make it to dangerous to continue. Games will be cancelled with rain or when lightning or thunder is observed. No make up games are scheduled.
- Each coach shall be responsible for the conduct of his players and fans/spectators.
- Both teams are responsible for cleaning up the area after each game.

Players and Positions

- All players present will be placed in the batting line-up and will bat in the order listed.
- All players present will be allowed to play in the field.
- On defense, the players will be positioned at C, 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield or infield area.

Play of the Game

- Make the game fun.
- There will be no score keeping of any kind.
- During the game, all players must remain in the designated team areas and on the proper baseline, except the batter at the plate.
- The next batter will not approach the plate until called by the coach.
- Batters will have no more than **6 attempts** to successfully hit the ball. If the batter does not hit the ball in his or her 6 attempts, the coach may help the player swing the bat to assist in making adequate contact.
- Each runner will progress one base, until the last batter hits, in which case the bases can be cleared for a "home run."
- The runner may not leave the base until the ball is struck by the batter.
- Leading off is not permitted.
- Base stealing is not permitted.
- Bunting is not allowed.
- An inning is when the entire roster has batted.
- Fielders are encouraged to try for "outs", though no hitter/runner will be forced to leave that base.
- Runners Overrunning a Base: runners are encouraged to learn to overrun first, but stay on second and third; there will be no tag outs.
- A ball hit less than five feet is considered foul.
- Infielders are to be instructed not to position themselves where they will interfere with the base runners.
- Teams may field a catcher who will wear a face protector and stand at the backstop until the ball is hit (optional).
- Fielders are encouraged to stay within their area to avoid multiple kids going after ground balls.

Post-game

- Kids should line up and shake hands.
- Snacks and drinks are sometimes provided by coaches and parents – coaches who wish to do this are advised to pass out a sign up list on the first week for parents to bring snacks or drinks on a specific date (reminder calls/emails are also advised).
- Return bat bags and tees to shed (please do not take bags home as other teams need them).