

Lake Mills Recreation Department

T-ball Rules and Goals

The objective of the T-ball program is to provide our players with a solid foundation in baseball knowledge, skills, and teamwork building. Players will be playing in a coach assisted game with coaches calling the games. This league is meant to be more skill oriented in a NON- competitive environment. Scores will not be kept. Each game night will first start with 10-15 minutes of practice.

Players will:

1. Familiarize players with the concept of teamwork and the responsibility of being a team member.
2. Demonstrate basic knowledge of the T-Ball rules.
3. Demonstrate basic knowledge of basic offensive and defensive strategies.
4. Understand the concepts of teamwork and the responsibilities of being a team member.
5. Show good sportsmanship towards teammates, coaches, opponents and spectators.
6. Be able to identify the parts of the baseball diamond
7. Be able to identify the positions in the game
8. Be able to identify the equipment used in the game.
9. Be able to demonstrate the proper batting position in the batter's box.
10. Be able to assume the ready position on defense.
11. Be able to field a ground ball or a fly ball.
12. Be able to properly throw the ball to a teammate
13. Be able to properly catch a thrown ball from a teammate

Equipment:

1. The recreation department will provide each team with:
 - a. 3 bats of various sizes.
 - b. A jersey for each player to keep.
 - c. 1 set of bases.
 - d. 1 Tee
2. Players will be responsible to bring:
 - a. A glove
 - b. Running shoes or cleats (no metal cleats)
 - c. Athletic clothes
 - d. Water bottle
 - e. A hat (optional)
 - f. Sun screen/bug spray (optional)

Rules:

1. Safety:
 - a. Our number one concern is the physical and mental safety of our players.
 - b. **Players should never throw the bat.** Players that throw their bat the first time will be warned, any time after that they will be called out.
 - c. No metal cleats are allowed.
 - d. Players may not wear jewelry.
 - e. All batters and players on deck will wear a batting helmet.
 - f. All players will keep an eye on the game and will be expected to watch the game if they are not playing.
 - g. There will be no stealing.
2. Start of the game
 - a. Teams will be asked to field a minimum of 6 players at the start of the game. If a team cannot field enough players they will be asked to borrow a player(s) from the other team.
 - b. Players should arrive 15 minutes early to each meeting
 - c. Each game will consist of 1 hour or around 4 innings.
 - d. All players present will bat in the line up
 - e. Games will be canceled if there is any sense of danger, If lightning is seen or thunder heard games will be canceled immediately. If lightning or thunder is seen/ heard prior to the start of the game there will be a 30 minute delay and the game will start after. The game will be played for the rest of the time limit and may not be played the full 4 innings.
 - f. The home team will sit on the third base side of the field
 - g. The home team will be responsible for setting up the bases.
 - h. Both teams are responsible for cleaning up after themselves after each practice or game
3. Coaches
 - a. Coaches will assist in setting up the batter. The ball should be level with the players belly button or their belt.
 - b. ENCOURAGE BATTERS TO GET ON AND OFF QUICKLY
 - c. Coaches may physically assist players in between hits. After the ball is hit the coaches may only assist players verbally.
 - d. On defense a coach/helper will be asked to back up the catcher at all times to help keep the game running smoothly.
 - e. A max of 3 defensive coaches may be allowed to assist their team from the outfield. The coach should not block the sight of any player.
4. Players
 - a. All players will bat in the lineup, in the same order each inning. If a player gets hurt they must return to the same spot in the batting order.

- b. ON defense, players will be positioned at C, 1B, 2B, SS, 3B, and Pitcher. All other players will be placed evenly between the infield players in the outfield position. Eliminate catcher if needed.
- c. Players should not play the same position for more than 2 innings

5. Game play

- a. Encourage each coach and child to promote a fun atmosphere.
- b. No score will be kept
- c. During the game players should stay with their team in their designated area.
- d. A new batter will not approach the plate until they are called to the plate.
- e. Batters will have 5 attempts to hit the ball. On the 6th attempt a coach will assist the batter to hit the ball off a tee. Live pitching is not allowed.
- f. Batting should take 15 minutes maximum
- g. Runners cannot advance on a foul ball or an overthrown ball out of bounds.
- h. Runners may not steal
- i. Runners may not lead off, they will only be allowed to leave the base after the ball is hit by the batter.
- j. Bunting is not allowed.
- k. Infield fly rule is NOT in affect.
- l. Players may advance multiple bases on a hit. Coaches use their discretion if kids are running without stopping.
- m. Once the ball reaches the pitcher or any fielder on a base the ball will be called DEAD. Runners more than halfway to the next base will advance. Players less than halfway must go back to their last base.
- n. The batting team will hit through their line up each inning, regardless of the number of outs
- o. A player that is thrown or tagged out must leave the field and return to their bench
- p. After the last batter hits and the play is dead, all base runners will clear the bases and the inning is over.
- q. A ball that is hit less than 15 feet is considered a foul ball
- r. A ball that is hit to the outfield must be fielded by an outfielder if there is one present