



T-Ball League Rules

The purpose of the program is to teach the basics of baseball by supplementing changes, not replacing baseball fundamentals.

Objectives

1. Teach every child how to field, catch, and hit the ball as well as how to run the bases.
2. Eliminate the need to develop pitching skills at an early age and eliminate the fear of being hit by a pitched ball.

Rules – Same as Sedalia Youth Baseball Rules with the following exceptions:

1. The playing field shall have 55 foot bases and a pitching rubber 40 feet from home plate.
2. Soft T-Balls or R/F Balls shall be used and supplied by the Home Team.
3. Rubber cleats or tennis shoes only.
4. All players must wear a T-Shirt provided by the League.
5. All Players must provide their own glove.
6. Catcher must wear a helmet. Face mask, chest protector, and shin guards will not be required. No other gear will be required as the catcher stands off to the side, behind the batter, near the fence. The catcher will need to switch sides based on a left or right handed batter. Catchers coach must stand back with Catcher.

Players

1. Each player should get to play at least half of the game.
2. The pitcher is to stay on or behind the pitching rubber until the ball is hit.
3. All players may play on defense but extra players can play on defense, but extra players can play only in the outfield.
4. Every team should carry at least 9 players if possible. If you are short of players, borrow some from the other team so the game can be played. We never want a forfeit in T-Ball.

Game

1. A game will consist of 3 innings or 50 minutes, whichever comes first.
2. An inning will be 3 outs, 6 runs, or every batter in lineup has batted.
3. The batting order will consist of all players and cannot change once the game begins.

Ball In Play

1. Home coach will place the ball on the tee and call "Play Ball".
2. If a batter hits the tee, a foul ball will be called. If the ball goes in fair territory, use good judgment that it has gone far enough to be deemed a good hit. There are NO STRIKEOUTS. If a player is having trouble hitting, a coach may help the player. Players get 5 attempts to hit from the tee and then will advance to 1st base to keep the game running.
3. Base runners cannot leave the base until the ball is hit. First violation is a warning. Second violation is an out.
4. No bunting and no infield fly rule.
5. Batters and base runners must wear batting helmets. Catchers should have helmet on when behind the plate.
6. Batting out of order – the skipped player will bat immediately with no penalty.