

Dalton Parks & Recreation

T-BALL RULES

GOALS

1. Teach basic catching, throwing and batting skills.
2. Teach base running basics.

EQUIPMENT

1. Jerseys and hats will be given to the players to wear at the games. No jewelry is allowed for safety purposes.
2. All batters, base runners and players on deck, MUST wear protective headgear.
3. Players supply their own gloves, baseball pants and soft spikes. Tennis shoes are allowed at this age.
4. If player would like to use their own bat, it MUST be t-ball approved and remain the responsibility of the player, not DPRD.

COACHES/MANAGERS

1. You MUST always set a good example of GOOD SPORTSMANSHIP for all players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions.
3. Injured player MUST be attended to immediately.
4. Coaches are responsible for forwarding all practices, games and events to the players in a timely manner.
5. Remember to keep it simple. Every coach should be more concerned with the players learning how to play the game rather than who wins or loses. There are NO losers, we are all winners!

Always use ENCOURAGEMENT AND ENTHUSIASM!

LENGTH OF GAME

1. Regulation games will 2 innings or 1 hour in length (all innings started MUST be completed in full). If time limit is almost up, DO NOT start another inning. No new innings after 50min.
2. Rainouts will be cancelled and looked at for rescheduling.

OFFENSIVE RULES

1. Three coaches may be used on offense. One to assist the batter and two coaches for coaching the bases.

2. Each player is placed in number sequence for the batting line-up. Every player bats each inning. If a player cannot bat his/her turn, the batting order continues.

Tip: Reverse the batting order in the second inning so that the same kid does not bat last.

3. Outs do not count, they are unlimited until the whole line-up has batted for that inning. If a player makes an "out", they stay on the field and continue to run. This continues until the team goes through their line-up one time. The last batter can run the bases until he/she touches home plate.

4. After the coach adjusts and places the ball on the tee, the player cannot hit the ball until that coach yells "play ball".

5. Runners may ONLY take one base.

6. The following is NOT ALLOWED: lead offs, stealing, pinch hitting, infield fly rules.

DEFENSIVE RULES

1. 3-4 coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.

2. The defensive team can field up to 14 players.