

March 2008
T-Ball Rules and Guidelines
Tiburon Peninsula Little League
www.tiburonll.org

Purpose: To give instruction on how to play baseball with an emphasis on safety and self esteem.

Sportsmanship: Good sportsmanship must be observed at all times. The tenets of the positive coaching alliance - five positive comments to each negative - should be observed. It is the coach's responsibility to control the team's parents.

Games: T-Ball games last three innings and each team bats the side in each inning. Each game has an hour time limit. Each team must have the same number of at bats. If the home team has completed their at bat within 5-10 minutes of the end time, then this may be a good time to stop. If the home team is at bat at the 1 hour time limit, then it is OK for them to finish their at bat as long as there is enough time for the next teams to warm up.

Visiting team: 1.) Listed second on the schedule; 2.) Sits on the third base side behind the set-back line placed at about five feet from the third base line.

Home team: 1.) Listed first on the schedule; 2.) Sits on the first base side behind the set-back line placed at about five feet from the first base line.

Those permitted on field: Players, coaches, and, if coaches allow, parents of the fielding team placed next to their players to provide protection in the case of hard hit balls.

Umpire: There are no umpires for T-ball. Each manager or coach is responsible for calling foul balls and setting up the ball on the tee or pitching. The base umpire makes calls at 1st and 2nd base and keeps track of runner's positions at the conclusion of each play.

Outs: Players are not called out even if a play is actually made to put them out. At this age, they do little running as it is in the game, so let them all run the bases.

Hitting: Each team bats around each inning without regard to the number of outs. There is no equalization for teams with different numbers of players. Each player bats once per inning. Players should be rotated to different parts of the batting order in different games. There are no walks or strikeouts. The ball must travel 10 feet or it is a foul. Please inform the other coach/team if a particularly strong hitter is up.

Use of a batting tee: The ball is hit off a batting tee; there is no pitching until later in the season (see below).

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Pitching: Managers or coaches may pitch only during or after the 6th game of the season regardless if players can hit a coach pitch or not. When manager/coach-pitching is allowed, a batter is given no more than 3 pitches to hit before hitting off the tee. The tee must be brought in immediately if a player has missed 3 coach pitches.

Base running: Upon hitting the ball, batters and base runners can advance no more than one base per hit. Also, the last batter is allowed to get a home run, so all players on base keep running after the last batter has hit. It's customary for the batting team's manager to yell "last batter" so that the outfield team knows that there is about to be a homerun.

Base Coaches: Parents or coaches should act as base coaches at 1st and 3rd base. However, it is essential to have at least one adult with the kids on the bench and helping them prepare for batting.

Catching: There is no catching position in T-Ball.

Fielding positions: All players should take the field when their team is on the field. Players are to be rotated to different positions in the field. The infield positions are the true infield positions, plus an additional player can be placed at 2nd base. A typical infield may look like this: Pitcher (lined up on the pitching rubber), 1st baseman, 2nd baseman lining up between 1st and 2nd base, 2nd baseman on 2nd base, shortstop, 3rd baseman.

Stopping play: Please do not allow your players to just run around the bases with every hit or at bat. Use your own good judgment as to how far the players should run after a hit.

Safety: For the batting team, all players are required to remain on the bench except for the batters and base runners. There is no on-deck batter. All batters and runners are required to wear helmets. Stealing, leading off and sliding are not allowed.

If you have players who you believe might not be able to react quickly enough to a hard hit and get their glove on the ball or duck in time, either put them in the outfield, or place a parent near them in the infield to provide a last-resort opportunity to knock a hit ball down that is headed toward a player's face or chest.

If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not-so-subtle "big hitter" or "bat speed" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.

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There is no keeping score in T-Ball and there are no standings.
There are no forfeits. The game can be played with any number of
players. Coaches can work this out (one team “loaning” players, no right
fielder etc.) before the game.

No infield fly rule.

Game ball provided by the home team.

For all practices and game, the soft baseballs provided by the league
must be used. No hardballs.