TBALL & Rookie Tball RULES

The Lee County Little League T-ball/Rookie program is for boys and girls with a league age of 4 to 6 years old, who want to learn the fundamentals of Baseball and have fun! In T-ball, players hit a ball off of a batting tee and have the option for the coach to pitch to them. The primary goals of T-ball is to have fun, to instruct children in the fundamentals of baseball/softball, and to allow them to experience the value of teamwork. For any matter not specifically mentioned below, the Little League official regulations and playing rules shall be used.

1. Any volunteer that helps, whether it is in the field or the dugout, MUST have a background check. There should be at least one adult in the dugout at all times, but no more than two. No more than four total from each team on the field/in the dugout at all times during a game. (during practice, as many people as you want can help!)

2. Batting

- a. Rookie: During practice, ALL players are pitched to by the coach and they hit off of a Tee. During game situations, ALL players must be pitched 5 balls in an attempt to hit off the coach (unless the player doesn't want to). You may choose how close you want to stand based on the batter and your bravery! If by the fifth ball the batter does not hit, the tee shall be used. If a player fouls-off a ball, they shall try again. There is no limit on the number of swings it takes to hit the ball off of a Tee. The coach handling the batting team is to move the tee from home plate anytime a runner is coming home.
- b. <u>Tball:</u> You do not have to pitch to a player if you feel they are not ready. Players will hit off of the tee at each at bat unless they want to be pitched to. If you pitch to them, they get 5 balls to try and hit it and if they don't, they then hit off the tee.
- 3. Bat the entire order, beginning to end and then end to beginning (ex:1st inning 1-9, 2nd inning 9-1). This is to ensure that the same player does not bat last every time. Try to change up the batting order every game. NO on deck batters.
- 4. Best suggestion for warm up: Line your players up, hit a ball to them, then have them throw it back to a coach. Them throwing to each other takes up way too much time; they usually don't catch it, and they really don't accomplish anything.
- 5. Coaches are responsible for making sure the game starts at a scheduled time. A late start means the following game will start late as well. There is no mandatory number of players for a game to start.
- 6. There are no winners or losers in T-ball. No runs or outs are **recorded** during the game. There are no Little League umpires for the game. Coaches will act as umpires. Remember, T-ball is for learning and having fun. Do not record the number of runs or outs in an inning, but IN ROOKIEs if a runner is out, they must return to the dugout. In TBALL, they do not have to return to the dugout if they get out on a base.
- 7. The time limit is 55 minutes or two innings (two times at bat for each team), whichever comes first. No new inning will start after 45 minutes. This is so the next game can start on time. A half inning is over once all players on a team have batted.
- 8. The ball must travel 10 feet to be a live ball. An arched line, 10 feet from Homeplate, should be drawn from foul line to foul line. One base per hit. A batter/runner may not advance on an overthrow to a base.

- 9. Defensively, all players must enter the field. They play standard infield positions (minus a catcher; there is no catcher in TBALL) plus an extra infielder (in front of the actual 2nd base, not the player) and the remaining spread out in the outfield. Outfielders must play behind the base lines until the ball has been hit. Try to teach your players to play their position. Don't crowd the ball and teach them to throw to first base or tag their closest base to get an out.
- 10. If a live ball is fielded by the pitcher, he or she may not tag the batter or run with the ball to first. This is an instructional league, so instruct your players the proper way to play the game. Very seldom will a pitcher/player do this in older leagues. Tackling, crowding, or pushing is frowned upon and coaches need to do their best to ensure their players don't do so.
- 11. No team can cancel or reschedule a game, only league officials may do so. Rain outs will be called by Little League officials no earlier than 3 PM on the day of the game. Rain outs will be called only when the field is too wet or unsafe to play on, not because it "may" rain. Notice will be sent out by a league representative and posted on our league webpage. If fields are too wet to practice, a field closure notice will be sent out, and posted to Facebook. However, coaches should not expect notification earlier than 3 PM.
- 12. Leave the fields the way you found them, as well as the dugouts. Make sure all league equipment used is taken care of, kept clean, and put back the way it was found. All equipment use requires a deposit and return-by-date to ensure return of deposit! Should equipment come up missing, lost, or is damaged, please notify your Tball rep immediately.
- 13. Players must have their own helmet, bat, and glove. Cleats are optional in T-ball. Please ensure that any child playing pitcher has a face guard/mask on their helmet (Rookie only). It is recommended that all helmets have a face mask. Please ensure all bats have the T-ball/LL stamp/sticker; this will be checked prior to the first game! League age for tball and rookies for Lee County consists of 4 to 6-year-olds. The actual age may vary, meaning a three-year-old turning 4 will be allowed to play as determined by the Little League baseball age chart. With that being said, a three or four-year-old MAY NOT play the position of pitcher so Tball will not have the position of pitcher. There will not be a position of catcher for Tball or rookies.
- 14. Please keep an open line of communication with your T-ball rep. If there's any cause for concern or an issue regarding player safety, please contact your player rep to discuss the situation.
- 15. It is encouraged to use the GroupMe app to ensure parents/guardians and the coaches have an open line of communication for notices regarding the team. You must add your Division Rep. to your Group Me/Communication group. Please share the rules with parents to avoid any causes for concern or to answer any questions.
 - a. Send a group text to your parents letting them know who you are and that you will be sending a Group Me link shortly.
 - b. If you don't have Group Me already, download the app and set up an account.
 - c. Then tap the box on the top right-hand corner and select "start group"
 - d. Create a name>>click next>>hit "skip" when it brings you to the "add members" screen>>click "done"
 - e. Tap the Blue Box on the top right-hand corner and click "settings"
 - f. Tap "Share Group" and then click "copy
 - g. Go into your group text message and tap the message bar like you were going to type a message
 - h. Click "paste" and the link to group me will pop up and send it! The parents will add themselves!

