

Bethel Park Baseball T-Ball Rules:

I. DIAMOND SETUP

- a. Base distance is 50 ft.

II. GAME PLAY

Because of the instructional nature of this league, standings and score will not be kept.

30 minutes stations

Team A will be working in the infield working on fielding, throwing, base running and positions

- a. Example – Split into two groups and practice fielding ground balls and throwing back to coach. Ready position, alligator, Point step and throw
- b. Example – Line up at home plate and practice running through first base
- c. Example – Lining up at positions in the field
Team B will be in the outfield working on hitting from the tee and if advanced hitting a live pitch (tennis ball or whiffle ball)
- d. Example - Have 2 to 3 tees lined up to hit against the fence
- e. Example – Have one coach pitching whiffle balls or tennis balls After approx. 15 minutes teams will switch and proceed with new stations

30 minutes game.

At the completion of stations game play f.

1. 3 innings – everyone bats and last batter is the homerun hitter
2. Coaches should be in the field helping with positions and fundamentals of the game
 - . Ready position
 - i. Where to throw the ball
 - ii. Staying alert
3. Coaches for batting team should have the lineup ready and organized so the games move quickly to keep the interest of the players.
4. No Extra Innings
5. A game is considered complete if it is called at the end of two (2) full innings.
6. The defensive team is allowed assistant coaches on the field. Coaches must be in the outfield and out of the way of any play or player
7. At the end of the game each team will present a game ball to a player. All players should get the opportunity for a game ball.

III. PLAYERS AND POSITIONING

1. There is a minimum of 5 players to start a game. Managers should loan players to make sure a game is played.
2. There will NOT be a catcher at the 4-5 age level.
3. It is up to the individual team if it fields a pitcher's helper. If there is a pitcher's helper, the player must wear protective face gear and a heart guard.
4. All defensive players are allowed on the field at one time. The extra fielder(s) must be in the outfield. Outfielders must play at least 10 ft. beyond the baseline.
5. Any player taken out of the game for injury may reenter if able to do so.
6. Defensive players should be instructed on the interference rules as stated in the baseball rulebook.

IV. EQUIPMENT

- a. The batter and all base runners must wear a baseball helmet.

V. PITCHING

1. Players will work from the tee for the first half of the season. After the first half of the season it is the manager's choice.
2. When not using a tee, a batter will be pitched a maximum of five (5) balls. If the ball is not put in play after five (5) pitches the play will then use the tee.

VI. BATTING

1. Each team will bat through the entire roster each inning. Batting order will change each inning.
2. Batters are not permitted to bunt or swing easy at a ball. The ball must pass the home plate arc to be considered in play.
3. Batters will be instructed on not throwing the bat
4. The last batter of the inning will hit a "home run" and will run all the bases.

VII. BASE RUNNING

1. Players are not permitted to steal or lead off base.
2. Base runners will stop at each base, except for when the last batter is batting.