

**T-BALL RULES
COVE CREEK PARK
2015**

BATTING:

1. All hitters will hit the ball from the Batting Tee. The Tee height should be adjusted by a coach for each batter so that the batter will be able to swing level.
2. All players present for the game shall bat in order, whether playing defensively or not.
3. There is no bunting. When the ball is hit it must go at least 25 feet, which will be designated by an arc drawn from foul line to foul line. A hit ball which does not go 25 feet shall be considered a do over.
4. There will be no strike outs. Batters may swing until the ball is hit. Coaches should assist batters in hitting the ball after four attempted swings and misses.
5. Batting helmets must be worn by all batters and base runners.
6. An inning is over when either all present players have batted or three outs are made, whichever occurs first. The last batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or crosses home plate, either of which will end the inning.
7. No stealing or leading off is permitted.
8. The Infield Fly Rule does not apply.

FIELDING:

1. Ten defensive players are on the field at one time, including a pitcher and catcher. The catcher should wear a batting helmet and be positioned behind or to the side of the batter and be poised to make defensive plays at the plate.
2. After an attempt at a play is made, the ball should be returned to the pitcher before the next batter hits.

BASE RUNNING:

1. Base runners may not advance on an overthrow back to the pitcher.
2. Base runners may advance one base on an overthrow to that base.
3. Any batter who hits the ball to the outfield may only advance as far as second base. A runner on first must stop at third.
4. Any ball that touches the outfield green monster wall in fair territory will be considered a home run.

GAME:

1. Each player present must play a minimum of two innings defensively.
2. **No score will be kept.** T-Ball is for having fun and learning the basics.