

# Pinelands T-Ball Rules

## 1) GOALS:

Provide a positive and fun environment to learn the fundamentals of baseball and good sportsmanship are the primary goals of the Pinelands T-Ball League.

## 2) GAMESCHEDULING:

- a) Games are scheduled for 3 innings in length. However, no new inning may begin once 60 minutes has elapsed from the start of a game.
- b) Games are to start promptly at their scheduled time (see [imaasports.org](http://imaasports.org) website for game dates/times).
- c) Teams may start a game with less than their full roster of players.
- d) Game cancellation/rescheduling requests must be made by the team's head coach, and approved by the IMAA baseball director at least 24 hours prior to the scheduled start of the game.
- e) Cancellation of games due to inclement weather will be determined and communicated by the IMAA baseball director via the [imaasports.org](http://imaasports.org) website.
- f) Games will automatically end at the 1st flash of lightning.

## 3) FIELD PREPARATION:

- a) Home team (see [imaasports.org](http://imaasports.org) website for home/away team assignments) is responsible for preparing the field (e.g., placing the bases on the field, raking home plate/pitcher areas), as well as for supplying game balls, and providing a Tee to use for the game.
- b) Bases, rakes, et al are kept in the T-Ball/Minors storage shed - please see IMAA baseball director for shed's lock combination.
- c) Home Team will utilize the bench on the 1<sup>st</sup> Base side of the field; Visiting Team will utilize the bench on the 3<sup>rd</sup> Base side of the field.

## 4) PRE-GAME WARMUPS

- a) Coaches and players are requested to be at the field 15 minutes prior to scheduled start of game at which time pre-game warm-ups will take place and consist of:
  - i) Light stretching/running
  - ii) Fielding/throwing/batting stations

## 5) UMPIRES

- a) The head coaches of each team will collectively umpire the game. Please keep in mind that wins and losses are not recorded as a result of these games.

## 6) BATTING:

- a) The following are suggested coaches to have while batting (have parents help when shorthanded)
  - i) Batting Coach - at home plate instructing batter.
  - ii) Bench Coach - on bench keeping players aware of when they will bat, and generally keeping the team under control on the bench.
  - iii) First and Third Base coaches - on the respective base sidelines helping the base runners negotiate the bases.
- b) Three (3) outs do not end an inning. All players from a given team will bat once each inning.
- c) It is encouraged that a Teams batting order be rotated after each inning to afford multiple players the opportunity to bat in different spots in the lineup.
- d) You should have your planned catcher for the next inning bat at the top of your lineup to afford enough time for them to put the catcher's equipment on after running the bases
- e) All batters, on deck personnel, and players on the bench waiting to hit must wear batting helmets (helmets will be shared by each team).
- f) Keep on deck batters behind the backstop, out of the field of play.
- g) The following are the guidelines for use of the Tee versus Coach Pitch during the season:
  - i) For the first two (2) weeks of the season,
    - (1) All three (3) innings will utilize the batting Tee (i.e., no coach pitch). Batters will get three (3) attempts to individually hit the ball off of the tee. After three (3) swings, the batting team coach will aid the player in hitting the ball off of the tee.
  - ii) For the third thru remaining weeks of the season
    - (1) The 1st inning will utilize the batting Tee (i.e., no coach pitch). Batters will get three (3) attempts to individually hit the ball off of the tee. After three (3) swings, the batting team coach will aid player in hitting the ball off tee.
    - (2) For the 2<sup>nd</sup> and 3rd inning of the game, coaches will pitch to the batters (i.e., take a knee on the mound and softly over hand flip to batter). Each batter will get three (3) attempts to hit the ball. If after the third attempt, the batter has not hit

the ball, then the Tee will be brought in and the batter will get three (3) attempts to individually hit the ball off of the tee. After three (3) swings, the batting team coach will aid the player in hitting the ball off tee.

- iii) For many reasons (including timeliness), we request you not expand the number of batting attempts/pitches stated above.
- h) Any batted ball that hits a coach in the field of play is a dead ball, and the batter (and A runners) get to advance to the base they were headed to.
- i) Any batter that gets out on a batted ball will be placed on 1st base, and all existing base runners will advance one (1) base [coaches are requested to explain the rule that just transpired].

## **7) BASE RUNNING:**

- a) Base runners **MUST** wear batting helmets.
- b) Base runners cannot take leads nor steal bases.
- c) One (1) base advancement on a hit ball.
- d) If a base runner is hit by a batted ball, they will not be out. Rather, they will advance one base (as will all other base runners) [coaches are requested to explain the rule that just transpired].
- e) The last batter in the lineup will run around all of the bases after they hit the ball.

## **8) FIELDING:**

- a) Teams must have full roster in the field. One (1) player per infield position (i.e., pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base); the remaining players on the team will be placed in the outfield (can be more than three (3) outfielders based on team's size).
- b) Fielding team coaches will be in the field to assist in learning the game.
- c) Coaches will try their best to have all players play an infield and outfield position during game.
  - i) To that end, coaches will rotate players in the field during the inning to maximize player exposure to different fielding positions. For example, after every two or three batters, flip flop the outfielders and infielders (another example would be to rotate players in the field in a clockwise or counter clockwise position).
  - ii) However, coaches will use their best judgment to ensure players in 'high traffic areas' (e.g., pitchers, 3<sup>rd</sup> baseman) are capable/alert enough to handle batted balls
- d) When possible, a fielded infield ground ball is to be thrown to the first baseman.

- e) No fielder is to stand in the baseline while runners are running the bases.
- f) Coaches are to try their best in having their players not all go to the batted ball. Devise a system in which players take turns fielding the ball if it is hit to their side of the field.

9) **FIELD CLEANUP:**

- a) Both Home and Away Team Coaches are responsible for coordinating the cleanup of the field at the conclusion of the game including the pickup of trash, etc...
- b) Bases, rakes, et al are to be returned to the TBall/Minors storage shed - please see IMAA baseball director for shed's lock combination.
- c) Team equipment including bats, helmets, balls, tees, and medical kits are to be collected and retained by each head coach.