

Rules for RBA BOYS T-BALL

THE GAME:

1. Make it fun!
2. Limit standing around (as much as possible).
3. Teach every position to every player. (Except we will not have the boys playing the behind the plate for safety reasons)
4. Emphasize the fundamentals.
5. Yell encouragement, whisper constructive criticism.
6. Use name tags. (It will help the opposing team's coaches)
7. Games last about four (4) innings or 1½ hours. Make sure both teams have equal time at the plate.
8. Tee must be used for the first two (2) games. Coaches will start pitching at the third game. (We will have to review in the case of partially rained out schedule effecting games 1 and 2)
9. All players bat (round robin). Players who are called out will go back to the "dugout". Teach the players how to make outs at all the bases when the opportunity presents itself. For first three games there can be more than three outs.
10. All players play in field. Give identifiable positions to all. (Keep a player at the pitcher's position even when the coaches pitch. Extra outfielders if necessary, no catcher (coaches must catch). Another extra position can be an extra first basemen backing up the first baseman. Use this as a chance to coach and teach. Rotate the players even during the inning to keep them interested.
11. Coaches may pitch to their own team starting with game three (no balls or strikes).
12. When coaches pitch, they also catch.
13. When coaches pitch, limit pitches (5 pitches per batter). Then use the Tee. Give a child a choice to hit off the tee from the start if they are not comfortable with pitching.
14. Starting with Game Four: One half inning equals three (3) outs or one time through the batting order.
15. Coaches are in field during the game for defensive instructions.
16. No leading, stealing, sliding or bunting.
17. Coaches umpire.
18. No official score is kept (all games end in tie).
19. Coaches decide on rainouts. Rainouts may or may not be made up.
20. At this age, it is a lot easier to hit the ball and run than it is to execute a play in the field. When a ball is hit through the infield, please hold the runner at first base. Only allow a hitter to take an additional base if the ball is hit into the outfield gap or over the outfielder's head. We want build a sense of a real game.
21. End the game with a "Good Game" lineup.

THE FIELD:

1. Scout field for hazards.
2. 50 ft. bases, 25 ft. approx. pitcher. Home coach sets up bases.
3. Coaches responsible for getting field in shape (mud puddles, holes, etc.). Bring rakes.
4. Make sure field and dugout areas are cleaned up after game (litter, cans, water bottles, equipment, etc.).

SAFETY:

1. Must have first aid kit, and ice or ice packs at each game or practice.
2. All batters, on-deck batters and base runners must wear batting helmets.
3. Coach must always be in control of bats.
4. No one on deck swinging unless supervised by coach.
5. Keep players behind fence when your team is hitting.
6. Control players on bench.
7. Be sure first baseman can catch or defend oneself from thrown balls.

COURTESY:

1. Do not let baserunners take advantage of errors.
2. Show sportsmanship – Congratulate opponent after game.
3. Wash equipment off periodically and when returning it at the end of the season.

MISCELLANEOUS:

1. Bring plenty of water.
2. If a player has trouble hitting, then finally hits one close to fair, run it out. Try to keep the game moving.
3. Last batter can circle the bases as long as they are not out.
4. Never leave field until all the kids are picked up.
5. Practices are optional. (Unfortunately, there are no fields available to assign a practice field for T-Ball. If you are able to arrange a practice in the early afternoon on weekdays you can probably find a field. You must yield to a team that as been assigned the field.)
6. Cleats are optional.
7. Coaches are responsible for the equipment. Please keep it clean.