

# Cedar Mill Little League

## Baseball T Ball Rules

Last Revised: March 2014

T Ball should be a fun, introductory, skill-building, team building, learning experience, where the score is not the focus of the game. The more the kids have a ball (or bat) in their hands, the more fun they'll find T Ball. Keeping our players (and fans) safe is our number one priority. Young kids with baseball bats need to be supervised at all times.

### The Game

1. The teams are split in half and two games are played simultaneously using throw down bases in the outfield to create another field.
2. There are no outs – each hit is considered a single.
3. There are no walks or strikeouts.
4. The ball must travel 10 in fair territory feet or it is a foul.
5. The defensive team will play normal baseball positions: 1B, 2B, Shortstop, 3B, and Pitcher. There is no catcher in T Ball. If there are extra kids after dividing up into two teams, place them in the infield between the other positions. Baseball is a hard game to master, but at the end of the season, a player should know where the second baseman, for example, positions himself. Mark the positions with marking paint if you have to.
6. No stealing. Player stays on the base until the ball is hit.
7. No sliding into bases.
8. The last batter each inning is considered the “home run hitter” and runs all the bases.
9. An inning is over when all the players have batted once. If the coaches agree, the players can bat around twice (generally when there is a smaller number of players) – this reduces how much time is lost switching sides.
10. Game time allotted is 60 min. with 10–15 minutes for warm-up and splitting the teams in half.
11. Scores are not kept (every player will score in T Ball)
- 12. Batting helmets must be worn when batting and while waiting in the batting line up on the bench.**
13. Bat Safety. **No practice swings by any player other than the current batter at the plate.** The only player with a bat should be the batter (this rule is in place at every level of Little League, get used to it). Designate an adult as bat handler.
14. Only CMLL coaches and players are allowed on the bench.

## Coaches

1. Rotate the defensive playing positions every inning so kids learn new positions and the action spreads out (pitcher and first base get lots of action in T Ball).
2. Make sure that your kids know where they are playing before the next inning starts. Nothing slows the game down more than a coach's huddle between innings trying to figure out who plays where. One suggestion is post a white board with names / positions that is updated each inning and let the kids be responsible for finding where they play and get to their positions
3. When fielding, most coaches find it helpful to focus on always throwing the ball to first base, tagging the base, and throwing it home. Later in the season add in throwing to the closest base.
4. Vary the batting order each inning giving different kids chance to be first and "home run" hitter.
5. Post a pre-determined batting order and have the players sit on the bench (or line up) in that order. It will be wise to assign a coach or parent to keep the kids in their order.
6. Using a spray paint can, mark the positions in the batter's box and on the field of where to stand.
7. Make sure all hats and fielding gloves are labeled (bring a sharpie when you hand out equipment).
8. Have your kids keep their gloves in an assigned area so they can find their glove. Have them put their hat on top of their glove. You can even paint a circle on the ground near your bench to mark the hat and glove area.
9. Lead your team in a cheer thanking the other team at the end of the game, then do the "High 5" line at home plate.