



SOUTHWES KITCHENER OPTIMIST

T-BALL RULES

*All games Monday and Wednesday—**START AT 6:30 PM**

- SECTION 1:** T-Ball Outline
- SECTION 2:** Equipment
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SECTION 1: T-BALL OUTLINE

THE LEAGUE: Is governed by the Southwest Kitchener Optimist Club.

THE GAME: “T-ball” is a game of baseball between two teams of 11 players with sufficient number of alternates under the directions of a manager and coaches played in agreement with the playing rules on a recommended T-Ball field. It is to get young people interested in the game of baseball by stressing and maintaining active participation of all players.

TEAMS: Each team may have a manager and 2 coaches, with a maximum roster of 12 players.

FIELD DECORUM: All managers and coaches **must** sign and **obey** the MORALITY CONTRACT.

SECTION 2: EQUIPMENT

UNIFORMS: All players must wear proper uniforms consisting of **team t-shirt and cap**, unless notification is given of medical problems before the game has started.

GLOVES: (a) The catcher may wear any type of baseball glove. (b) The first baseman shall be permitted to wear a trapper mitt (glove). (c) All other members of the fielding team must wear fielder's gloves (fingered).

HELMETS: **Must be supplied by the players. They must be worn by the players while at bat and while running the bases. Chin straps must be used and fastened properly at all times.**

CLOTHING: (a) Shoes with metal cleats are prohibited. Shoes with rubber cleats may be used. **Totally enclosed footwear must be worn.** (b) Sun-glasses are prohibited. (c) **Long pants must be worn.** (Capri's are acceptable) Shorts, dresses etc. are prohibited.

CATCHER'S EQUIPMENT: Shall consist of a chest protector, shin guards and a face mask; which must be worn during practices, game warm-ups and during the game.

PITCHER'S EQUIPMENT: Shall consist of a face mask, which must be worn during the game.

BALL, BATS ETC: Will be provided by the **Optimist Club of Southwest Kitchener.**

SECTION 3: RULES

LINE-UPS: All players will have a turn at bat. All players play will play on the field with rotating positions every inning.

REGULATION GAME: (a) Will consist of 5 innings. A full batting cycle will be completed for every inning. No full inning will start past the time of 8:15pm.

DEFENSIVE TEAM: Shall have a catcher who shall play a position normally taken by the catcher behind the home plate, far enough back to not interfere with the batter while batting. The catcher must control the ball and place the ball on the tee to make the play dead. **No TAG is allowed.** Defense coaches must stand in the outfield.

OFFENSIVE TEAM: Shall have a manager and two coaches in the area. The coaches may coach at first and third bases and must stay in the coaches box at all times.

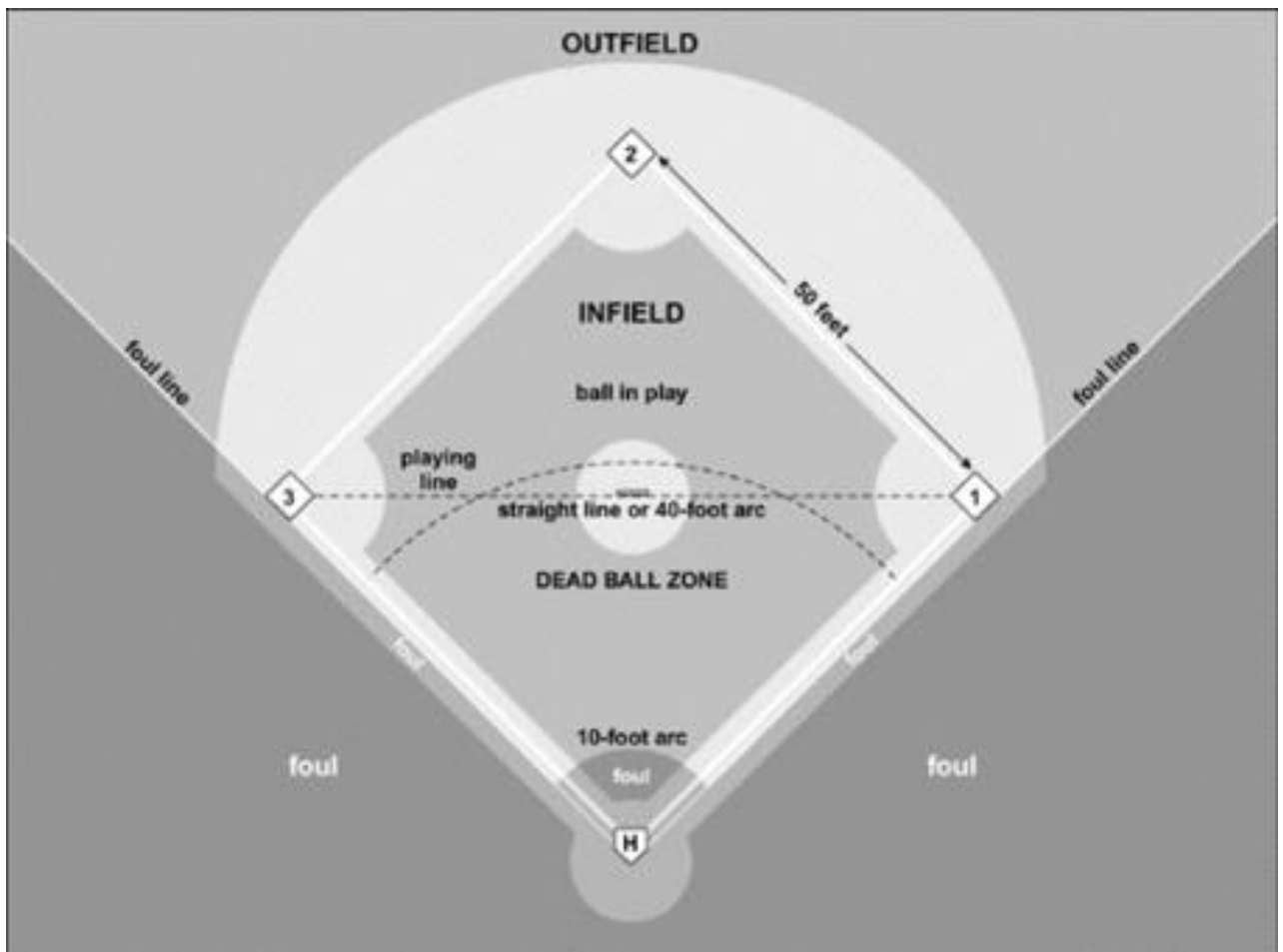
THE GAME BEGINS: When the coach has instructed the home team to take positions in the field, position the tee on home plate, calls for a batter up, checks to see everybody has taken their position and call “**PLAY BALL**”.

SECTION 4: LAST BATTER

NOTICE OF LAST BATTER: The offensive team must tell the coach of last batter.

FINAL PLAY: Is made when the catcher makes the last play by retrieving and placing the ball on the tee at home plate. All players must cross over the scoring line before the catcher places the ball on the tee.

SECTION 5: DIAGRAM OF T-BALL FIELD



Place the bases as dictated by diamond conditions. Suggestion: Try a “smaller” layout and adjust during the season as skills develop.