



T-Ball/Whiffle Ball Rules

GOALS

1. Teach basic catching, throwing and batting skills.
2. Teach base running basics.

EQUIPMENT

1. Jerseys and hats will be given to the players to wear at the games. No jewelry is allowed for safety purposes.
2. There is no "on deck" position for batters. All batters need to be lined up behind the fence.
3. Players supply their own mitts, baseball pants and soft spikes. Tennis shoes are allowed at this age as they will be playing on grass fields.
4. If player would like to use their own bat, it MUST be t-ball approved and remain the responsibility of the player, not PCR. D.
5. Whiffle ball uses foam bats and whiffle balls. NO metal bats are allowed for this division.

FIELD

The base paths will be 50 feet in length and pitcher's mound will be 38 feet from the home plate.

LENGTH OF GAME

1. Regulation games will be 2 innings or 1 hour in length (all innings started MUST be completed in full). If time limit is almost up, DO NOT start another inning. No new innings after 50min.

OFFENSIVE RULES

1. Three coaches may be used on offense. One to assist the batter and two coaches for coaching the bases.

2. Each player is placed in number sequence for the batting line-up. Every player bats each inning. If a player cannot bat his/her turn, the batting order continues. Reverse the batting order in the second inning so that the same kid does not bat last. Easiest way to track this is going by their jersey numbers.
3. Outs do not count; they are unlimited until the whole line-up has batted for that inning. If a player makes an "out", they stay on the field and continue to run. This continues until the team goes through their line-up one time. The last batter can run the bases until he/she touches home plate.
4. After the coach adjusts and places the ball on the tee, make sure to emphasize not to hit the ball until coach is out of the way.
5. All players must hit the ball off the T. There is NO coach pitch or pitching machine.
6. When the ball is hit into the outfield, the batter may run the bases until the ball is returned to the infield. The runner must stop at the base he/she is at. If he/she is advancing to the next base already, he/she may continue to the next base.
7. Runners may ONLY take one base on balls which stay on the infield.
8. The following is NOT ALLOWED: lead offs, stealing, pinch hitting, infield fly rules or protesting.

DEFENSIVE RULES

1. Two coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.
2. The defensive team has a max of six on the infield, all other defenders will have to be placed in the outfield.
3. Each inning players must be rotated.

COACHES/MANAGERS

1. You MUST always set a good example of GOOD SPORTSMANSHIP for all players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions.
3. Injured player MUST be attended to immediately.
4. Coaches are responsible for forwarding all practices, games, and events to the players in a timely manner.
5. Remember to keep it simple. Every coach should be more concerned with the players learning how to play the game rather than who wins or loses. Always use ENCOURAGEMENT AND ENTHUSIASM!