



- A coach and up to two helpers may take the field and assist the defensive team.
- A coach and up to two helpers may take the field to assist the base runners.
- There will only be "swing & miss" strikes – foul balls will not be counted as strikes.
- Three swings and misses and the batter is out.
- A ball is deemed "dead" if it does not roll more than 1 metre following a miss-hit. The child gets another chance to hit. Base runners cannot advance on a "dead ball"
- Following a hit, once control of the ball has been maintained (usually within the framework of the infield) play will be deemed suspended at the call of the umpire.
- To encourage pitching, the fielding pitcher will pitch one ball per new batter. The ball is then placed on the tee to be hit. Pitching distance is flexible as long as the fielder is at a safe distance once the ball is ready to be hit off the tee.
- All infield players throw the ball to 1st base, or they can tag someone off base. The ball becomes "dead" once this play has been made.
- All outfielders throw the ball to 2nd base. The ball becomes "dead" once this play has been made.
- Tagging up does not apply in T-Ball. Once a catch has been made, the ball becomes "dead" and base runners must return to the base they started at.
- To increase the speed of the game, have a coach catcher (or parent catcher) available to assist the catcher with stopping the ball. The catcher is still responsible for any defensive plays in that area.
- The ball becomes "dead" once it has passed 5 metres beyond any base line on the diamond
- Playing time will be one hour or three complete innings, at the discretion of both coaches.
- No score is taken as the focus is on participation, not competition.



## **SPORTSMANSHIP RULES AS FOLLOWS**

Teams line up at home plate at the start of each game.

A toss is done.

Players shake hands with their opposite and wish them "good luck".

Team cheers/thanks opposition at the conclusion of the game.

