

## 2010 Reynoldsburg Kindergarten T-ball Clinic Rules

1. Each team will bat their entire line up. Outs can be made but will not be used to end an inning. **When a player is out, he/she must return to their dugout (players cannot stay on base).** Innings will end when a team has batted through its line up. A game consists of up to five (5) innings or 1 ½ hours- whichever comes first. No umpires are assigned to these games. Both head coaches will "umpire" these games.

2. Play begins when the ball is placed on the tee and the designated coach declares "Play ball." Play ends when the ball passes over the plane of the foul arc. The arc is considered to run from fence to fence.

Once play ends, runners must return without jeopardy to the last base touched unless forced to the next base. (Two (2) runners between the same two bases=the runner is forced by the batter-runner). PLEASE NOTE: Runner on first base, ball is hit to pitcher who throws to 1st to get batter-runner out and ball crosses foul arc before batter-runner reaches 2nd. Runner must return to 1st base.

A runner who has passed third base, but not reached home, can be tagged out by the catcher only. The catcher must field the ball cleanly in order to make a play on a runner between their bases. The catcher cannot initiate a play by throwing the ball over the foul arc. If the ball does not cross the foul arc then:  
\*If the ball goes out of play, runners advance one base from their position when the ball went out of play.  
\*If the ball remains in fair or foul territory, runners may advance at their own risk until the defensive team causes the ball to cross the arc.

3. Due to the instructional nature of the program, two coaches from the defensive team may station themselves any where on the field in order to instruct the defense. Offensive coaches may be positioned at home plate to help batters, and as first and third base coaches. Teams shall assign a bench parent to supervise children while they are on the bench. This parent will supervise the batting order, place helmets on participants, and maintain safety rules. There is no score keeping.

4. The infield fly rule **DOES NOT APPLY** to T-Ball.

5. Runners are not permitted to leave a base until the batter swings at the tee.

**PENALTY: WARNING FOR FIRST OFFENSE THEN CALLED OUT FOR ADDITIONAL OFFENSES.**

6. Stealing bases are prohibited.

7. The tee must be removed by a coach of the batting team far enough in advance of any play made at the plate to avoid an injury to any player. For batting purposes, the tee shall be placed in front of home plate rather than on top of the plate. **PENALTY: THE RUNNER IS OUT.**

8. Each team must have a batting order of their complete roster for the entire game.

**PENALTY: FORFEIT OF GAME.**

9. All batters and runners must wear a protective helmet and face guard.

**PENALTY: See Helmet Rule (#16 on Reynoldsburg Youth Baseball and Softball Rules)**

10. All players will play the field at one time for a maximum of 13 players on the field. Positions shall be, pitcher at 46' rubber, catcher (wearing a batting helmet), first base, second base, short fielder behind second base, shortstop, third base and outfielders as needed to use all players. Coaches shall rotate their players as much as possible in order to give children learning experiences in all positions.

