

# Parish Athletics

## T-Ball and Machine-Pitch Rules

### T-Ball Rules (Pre-k & K)

A brief summary of the rules and equipment specifications are listed below:

• **Number One Rule, Safe Environment Policy: Parents are responsible for their child at all times during Parish Athletics activities;**

**Parents can not leave kids with coaches.** We sometimes have 2 to 4 parents per team helping out and each week different parents may be volunteering to help. If a coach brings a neighborhood player/relative/etc. to practice that is an arrangement between the coach and the parent, Parish Athletics is not responsible for carpooling. At practice, if a parent wants to leave their child during an activity with another parent that is an arrangement between the parents. Bottom line, parents can not leave their child with a coach at a Parish Athletics activity for any reason!

- Before the each game, coaches must discuss rules and game plan.
- Any player misbehaving or not following coach's instruction must sit out an inning.
- Players' Grades: Pre-K (4-5 year-olds) – K (some 1st).
- Players on a team: 8 – 13.
- Fielding team: Only two coaches on the field at one time.
- Batting team: One coach (batting team) helping the batter, one at 1st base, and one at 3rd base.
- On desk circle will be provided all other players must sit on bench.
- Fifty feet between the bases.
- Game ball shall be the soft t-ball style TAG ball (yellow or white)
- A line will be drawn between first base and third base. No fielder may cross the playing line until the ball is hit.
- If a batter hits the ball into the infield they can only go to 1st base.
- If a batter hits the ball into the outfield they can only advance to 2nd base.
- Every player plays in the field each inning.
- Every player bats each inning.
- No catcher position should be played
- Batters and base runners must wear safety helmets.
- The ball is hit off a batting tee; there is no pitching.
- There are no walks or strikeouts.

- No stealing. Player stays on the base until the ball is hit.
- An inning is over when all the players have batted once.
- If a player is out, the player should still remain on base.
- The ball must cross the designated foul circle (at the edge of the dirt of the batters box), otherwise the player may hit again.
- All players should play in the field on defensive. Coaches should arraign the field such that there are no more than 2 players as "pitchers", with the remaining players split between the infield and outfield.
- Baserunners shall not advance on an overthrow.
- After the game each team should line up to congratulate each other
- Standard game is four innings or until time runs out.
- Scores are not kept or displayed.
- Bats - 25"/26" long. 2¼" diameter, max. 17 to 20 ounces.
- Tee - adjustable, flexible tube on a moveable base.
- Athletic footwear.
- Last game or practice of the day, coaches put equipment away in shed.

### **Machine-Pitch (1st/2nd grade) Rules**

A brief summary of the rules and equipment specifications are listed below:

- **Number One Rule, Safe Environment Policy: Parents are responsible for their child at all times during Parish Athletics activities; Parents can not leave kids with coaches.** We sometimes have 2 to 4 parents per team helping out and each week different parents may be volunteering to help. If a coach brings a neighborhood player/relative/etc. to practice that is an arrangement between the coach and the parent, Parish Athletics is not responsible for carpooling. At practice, if a parent wants to leave their child during an activity with another parent that is an arrangement between the parents. Bottom line, parents can not leave their child with a coach at a Parish Athletics activity for any reason!
- Before the each game, coaches must discuss rules and game plan.
- Any player misbehaving or not following coach's instruction must sit out an inning.
- Players' Grades: 1st – 3rd.
- Players on a team: 12 – 13.
- 50 feet between the bases.
- Game ball will be the Slider style ball
- Coin flip shall determine who bats first.
- All team members will have a turn at bat. Each 1/2 inning will end after all

batters have hit

- No walks or strikeouts
- Each player has 7 chances to hit the ball and then the player must hit off the tee. Player may request tee at anytime.
- Pitch speed should be between 28-32 MPH
- Outs should be called by the coach at the pitching machine (tie goes to the runner)
- Kids who are out should return to the bench
- Scores are not kept.
- Maximum base hit is a double. If a hit clears the fence, then that is a homerun.
- One bounce over the fence is a double.
- Game should have a minimum of 3 innings played, but can be longer if time permits.
- Any hit that contacts the pitching machine, ball bucket, or pitching coach is a dead ball and an automatic single. Baserunners advance one base.
- All players should play the field.
- Batting team: One coach operating the pitching machine, one at 1st base, and one at 3rd base.
- The ball must cross the designated foul circle (at the edge of the dirt of the batters box), otherwise the player may hit again.
- After the game each team should line up to congratulate each other
- No stealing. Player stays on the base until the ball is hit.
- Safety helmets must be worn by all batters and base runners.
- Catcher must wear catcher's equipment.
- Bats - 25"/26" long. 2¼" diameter, max. 17 to 20 ounces.
- Pitching machine provided and positioned on pitching mound.
- Tee - adjustable, flexible tube on a moveable base.
- Athletic footwear.
- Last game or practice of the day, coaches put equipment away in shed.

### **Machine-Pitch (3rd/4th grade) Rules**

A brief summary of the rules and equipment specifications are listed below:

- **Number One Rule, Safe Environment Policy: Parents are responsible for their child at all times during Parish Athletics activities; Parents can not leave kids with coaches.** We sometimes have 2 to 4 parents per team helping out and each week different parents may be volunteering to help. If a coach brings a neighborhood player/relative/etc. to practice that is an arrangement between the

coach and the parent, Parish Athletics is not responsible for carpooling. At practice, if a parent wants to leave their child during an activity with another parent that is an arrangement between the parents. Bottom line, parents can not leave their child with a coach at a Parish Athletics activity for any reason!

- Before the each game, coaches must discuss rules and game plan.
- Any player misbehaving or not following coach's instruction must sit out an inning.
- Players' Grades: 3rd – 4th.
- Players on a team: 8 – 12
- 50 feet between the bases.
- Game ball will be the RIF (Reduced injury factor) style ball
- Coin flip shall determine who bats first.
- 1/2 inning will end after three outs or 7 runs, whichever occurs first
- 3 swinging strikes will count as an out.
- Kid may allow 4 pass balls for any reason. After 4 pass balls, pitching coach should call strike if ball crosses plate without a swing
- Foul balls count as strike, but third strike must be a swinging miss or a clear strike after 4 previously pass balls
- Pitch speed should be between 28-32 MPH
- Batting order should not change during game. The next inning should begin with the next kid in the batting order.
- Outs should be called by the coach at the pitching machine (tie goes to the runner)
- Scores are not kept. Runs during an inning are kept to limit max runs to 7.
- Kids may advance one base on an overthrow that leaves the baseball field
- Maximum base hit is a triple (no inside the park homeruns). If a hit clears the fence, then that is a homerun.
- One bounce over the fence is a double.
- Game should have a minimum of 3 innings played, but can be longer if many outs are occurring.
- Any hit that contacts the pitching machine, ball bucket, or pitching coach is a dead ball and an automatic single. Baserunners advance one base..
- After the game each team should line up to congratulate each other
- Batting team: One coach operating the pitching machine, one at 1st base, and one at 3rd base.
- No stealing. Player stays on the base until the ball is hit.
- Scores are not officially displayed or kept.
- Safety helmets must be worn by all batters and base runners.
- Catcher must wear catcher's equipment.

- Bats - 25"/26" long, 2¼" diameter, max. 17 to 20 ounces.
- Pitching machine provided and positioned on pitching mound.
- Tee - adjustable, flexible tube on a moveable base.
- Athletic footwear.
- Last game or practice of the day, coaches put equipment away in shed.