

Moberly Optimist Club

Rules for Advanced T-Ball/Live Pitch (Ages 6 & 7)

It is our goal to offer a baseball program that teaches fundamentals, fair play, and teamwork to kids in a safe environment with a high level of physical activity. We encourage family involvement, with parents assisting coaches in the development of every kid on every team. At this intermediate level within our programs (ages 6-7), our goals are as follows: place more responsibility on the players (fewer coaches on the field, consequences for safety infractions), teach additional basics of the game (out if they cannot hit the ball, out at first, hitting a moving ball).

1. All games will be played at the Howard Hills Athletic Complex. T-ball games will be 50 minutes, or 3 innings, whichever comes first.
2. At the coach's discretion, a batter may hit off the T or hit a live pitch ball. If the coach deems the batter is ready to try live pitch, the batter will be allowed 3 swings, or 4 live pitches from a Coach, Parent or Umpire to put the ball in play. If the batter does not use all 3 swings, they will go to the T for their remaining attempts. If a coach wants the player to hit from a T, the batter will have 3 swings to put the ball into play. Batter is allowed 2 practice swings anytime the ball is placed on a tee. (Coaches are to encourage batters to use those practice swings).
3. Batter may not swing at a ball placed on the Tee until the umpire indicates to "PLAY BALL."
4. Batters are not permitted to bunt.
5. Team at bat will be allowed 3 outs per inning, or 1 full round of batting thru their roster, whichever comes first.
6. Each player will be allowed 2 defensive innings in every game.
7. Pitcher must stand in pitching circle with both feet until the ball is hit.
8. Runners are not allowed to lead off the bases or steal. Ball must be hit before runners leave the base.
9. Runners may advance one base on an overthrow, but base must be earned. Only one overthrow per hit will be allowed.
10. A team may play a game with 7 players. If there are 6 or less players, the team may borrow players from the other team to play a game.
11. Defensive team will consist of 9 players. Coaches may agree to play a 10th (Rover). A rover must play in the outfield. Each team will be allowed two defensive coaches in the outfield to assist placing of fielders and remains for the defensive inning. Catcher, pitcher (plays inside pitching circle until ball is hit), first base, second base, Short stop, and third base makes up the infield and all infielders must play behind an arc from 15 feet in front of the bases until the ball is hit. All outfielders (left field, Center field, right field and rover) will play behind an arc 10 feet behind the bases until the ball is hit. All Coaches will rotate their players to a different position each inning on defense. The catcher's position is optional.
12. No score will be kept. If a runner is out, he/she cannot remain on the base; the player will return to the dugout.
13. Maximum protection helmets required. No batter may bat without a helmet. Player will be called out if they refuse to wear a helmet, but initial oversight of the helmet's use is not an infraction of the rule. Base runners will wear a helmet while on the bases. No player is to throw their helmet off while running bases. A team will get one warning then the player will be called out. On deck batter must wear helmet; if no helmet is available, the batter must remain outside the backstop.

14. NO METAL SPIKES and no uniforms. League will furnish game equipment and shirt. Player will furnish their own glove and cap. Cap must be worn when on defense - Rule is mandatory.
19. UNSPORTSMANLIKE conduct from a player, coach or fan will result in:
 - Person/player/fan will have one warning.
 - 2nd offense will cause the person/player/fan to be barred for the next two games.
15. Catcher must wear equipment - catcher mask and chest protector.
16. Bat throwing: 1st time - warning to the coach/player and the team. After the warning – any player that throws a bat will be called out by an official.
17. Play is dead when the ball goes to the catcher.
18. Practices can be scheduled through Parks and Recreation by calling 660-269-8705 ext. 2040 or scheduling practices online at www.moberlymo.org. Teams can reserve practice fields 2 times a week (one Monday- Friday and one on the weekends)

For postponements or cancellations call Hotline number 263-4856 after 4:00 p.m. Sign up for text/email alerts at www.moberlymo.org and sign up for Rec Connect.