

Moberly Optimist Club

Rules for T-Ball (Ages 4 & 5)

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 entry level (Ages 4-5), our goals are as follows: involve parents with their kids, keep an active pace to help accommodate short attention spans, and focus on a few basics (hitting the ball, not throwing the bat, wearing proper gear, not throwing helmets, running bases, fielding/catching the ball, throwing to first base).

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. The ball shall not be pitched. The ball will be placed on a tee located approximately 4 feet behind the home plate on line with home plate.
3. There will be a 6-foot arc from first base line to third base line in front of home plate. The ball, when hit must clear this area. Penalty: Strike is called and ball is dead.
4. Batter is allowed 2 practice swings. Three strikes are allowed before you are assisted by a Coach.
5. Batter may not swing at the ball until the umpire indicates to "PLAY BALL."
6. The umpire is to place the ball on the tee.
7. Batters are not permitted to bunt or swing easy at the ball. Penalty: batter is called back and strike is called.
8. Each player will be allowed 2 defensive innings in every game. This rule is MANDATORY. All players in the lineup bat, the last batter must be put into a position to be out.
9. Pitcher must stand in pitching circle with both feet until the ball is hit.
10. Runners are not allowed to lead off the bases or steal. Ball must be hit before runners leave the base.
11. Runners may advance one base on an overthrow, but base must be earned. Only one overthrow per hit will be allowed.
12. A game may start with 7 players on a team. If team A does not have 7 players to start a game and team B has enough players, team B can loan players to team A in order to have enough to play the game. Teams may also be "evened" if team A/B has significantly more players than team B/A. Example: team A has 7 players and team B has 11 players; then team B can loan 2 players to team A.
13. Defensive team will consist of 9 players plus a rover. A rover must play in the outfield. Each team will be allowed as many defensive coaches as the lead/team coach deems desirable. 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.
14. No score will be kept. If a runner is out, he/she can remain on the base.
15. 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.

16. 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.
17. Catcher must wear equipment - catcher mask and chest protector.
18. 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.
19. Play is dead when the ball goes to the catcher.
20. 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.