



## **OREM RECREATION DEPARTMENT T-BALL/COACH PITCH/MACHINE PITCH RULES**

### **LEAGUE CLASSIFICATION:**

- A. **T-Ball:** The T-Ball program is for boys and girls 4, 5, and 6 years old. This program will use a tee to hit from.
  - 1. Each batter will be allowed three swings, one of which must result in a playable ball.
  - 2. If a playable ball does not result from one of these swings, the batter will receive a walk and take their place at first base.
  - 3. A playable ball is a batted ball that is hit by the bat into and stays in fair play territory.
  - 4. Runners cannot leave base until ball is hit by batter.
  - 5. Every member of the team bats in rotation each inning. There are no outs.
  - 6. All team members play defense each inning. One child needs to be placed at each infield position, including catcher and pitcher. The rest of the players need to be spread out in the outfield area. Positions and batting order can be rotated each inning.
  - 7. A game will consist of 4 innings or 50 minutes, whichever is first.

**\*An air horn will sound once on the hour to signal the start of a game, and twice at 50 minutes to signal that the games need to finish the inning they are in so the next teams can start play at the beginning of the hour.**

B. **Coach Pitch:** This program is for boys and girls 6, 7, and 8 years old. The coach will pitch to each batter on his team.

1. Each batter will be allowed five pitches, one of which must result in a playable ball.
2. A pitch may be an over hand throw or an underhand throw.
3. A playable ball is a batted ball that is hit by the bat into and stays in fair play territory.
4. If a playable ball does not result from one of these swings, the batter will receive a walk and take their place at first base.
5. Runners cannot leave base until ball is hit by batter.
6. Every member of the team bats in rotation each inning (not just the fielders).
7. Each team is allowed to play 10 players in the field. The pitcher must be on either side of the mound at the time of the hit, the catcher behind the plate, and the 10th person in the outfield grass. All may move anywhere at the time of contact with the ball.
8. It is recommended that all players present at a game should play at least one half of each game. This is NOT a league and no scores or standings are kept. Therefore, there should be no reason why this policy cannot be adhered to. NOTE: Coaches, the kids have paid to play. The program has been designed to take the "winning at all cost" attitude away and designed to let the kids play.
9. A game will consist of 4 innings or 50 minutes, whichever is first.
10. If a ball is caught while in flight this will result in an out. If a play is made on a base where a "force" is available if the throw reaches the base before the runner that runner will be out. In cases where it may be too close to call the runner will be safe. Remember that even though you may get 3 outs, each team will still bat through their line-up.

**\*An air horn will sound once on the hour to signal the start of a game, and twice at 50 minutes to signal that the games need to finish the inning they are in so the next teams can start play at the beginning of the hour.**

C. **Machine Pitch:** This program is for boys and girls 8, 9, 10, and 11 years old. A pitching machine will be used to pitch the ball.

1. Each batter will be allowed five pitches, one of which must result in a playable ball.
2. If a playable ball does not result from one of the 5 pitches, the batter will be called out.
3. A playable ball is a batted ball that is hit by the bat into and stays in fair play territory.
4. Runners cannot leave base until the ball is hit.
5. Each team is allowed 10 players in the field. The pitcher must be on either side of the pitching machine at the time of the hit, the catcher behind the plate, and the 10th person in the outfield area (approximately 8 feet behind the baseline). All may move anywhere at the time the ball is contacted.
6. Every member of the team is placed in the batting order (whether they field or not).
7. A team must take the field after the third out. A maximum of five (5) runs may be scored in each half of an inning. After the fifth run, the sides change even if there are less than three outs.
8. Batters and base runners must wear helmets.
9. Runners are restricted to only one base on an overthrow whether fair or foul.
10. When your team plays the field (defense) the other teams coach will feed the pitching machine.
11. It is recommended that all players present at a game should play at least one half of each game. This is NOT a league and no scores or standings are kept. Therefore, there should be no reason why this policy cannot be adhered to. NOTE: Coaches, the kids have paid to play. The program has been designed to take the "winning at all cost" attitude away and designed to let the kids play.
12. A game will consist of 4 innings or 50 minutes, whichever is first.

13. If a ball is caught while in flight this will result in an out. If a play is made on a base where a "force" is available if the throw reaches the base before the runner that runner will be out. In cases where it may be too close to call the runner will be safe.

**\*An air horn will sound once on the hour to signal the start of a game, and twice at 50 minutes to signal that the games need to finish the inning they are in so the next teams can start play at the beginning of the hour.**

### **DEAD BALL:**

1. The ball remains alive until "time" is called - which should be called when the ball is held by a player in the infield area and all play has ceased.
2. The ball is dead as soon as it goes into any designated out-of-play area. All runners will return to the base that they last occupied before the ball became dead.
3. In T-ball and Coach Pitch, the last batter can run until the ball is held by a team player who touches home plate.
4. In Machine pitch, any batted ball which hits the machine is a base hit and the ball is dead. Thrown balls hitting the machine are dead.

Each player should have a baseball glove.