



LSA Rules for T-Ball/Blastball (Kindergarten and Pre-K)

1. This is a non-competitive league solely for the enjoyment and development of the players. The purpose is for the player to learn how to play the game. With this purpose in mind, all games will end in a tie. No score will be kept.
2. All players will wear gym shoes or plastic cleats. No jewelry is permitted.
3. Each game will last 3 full innings, 1 hour or until managers determine that everyone has lost interest (or is freezing), whichever comes first.
4. Pre-school teams will use "Blastballs". T-ball teams will use standard / soft compression baseballs.
5. The offensive team will bat once through the roster per half inning.
6. The batter will hit the ball off the tee. Each batter will be allowed one practice swing. The player will be allowed to bat until he or she hits the ball. If the bat strikes the tee, it is a foul ball.
7. Base runners may only advance one base per at bat, with exception of the final "home run" batter.
8. The final batter in the rotation will be the "home run hitter", Once the "home run hitter", puts the ball in play, all base runners are allowed to advance around the bases to home base.
9. Once the "home run hitter" touches home plate, the half inning will conclude and the teams will switch sides.
10. For all T-ball games: There is to be NO pitching prior to the 5th game. For games played after this time frame, either manager (or both) may choose to pitch to his or her team. Mutual consent is not necessary, but coaches should discuss this prior to the start of the game.

Decision to begin pitching is within the Manager's/Coach's discretion. If after 3 attempts that the player is unable to hit a pitched ball, the player will be allowed to and should be encouraged to hit off of the tee.

11. All players on the roster must play the field each inning. One player will stand at the pitcher's position, four players are in the other infield positions, one player is catcher, and the rest are in the outfield. All players are to switch positions each inning. There are no set players for any position.
12. If a team has six players or less, they are not required to field a catcher.
13. Infielders are to play at near "normal" positions and should not creep up toward the batter. Outfielders play 10 feet beyond the infielders.

14. A player, at the discretion of the manager, may be excluded from playing first base if the player cannot catch the thrown ball well enough to protect him or herself.
15. A hit ball must reach the grass beyond the dirt batting area on the infield to be a fair ball (approximately past a 9-foot radius). If the ball fails to reach this distance it will be called "foul" and the batter will take another swing.
16. If a batter strikes the Tee with the bat and the Tee falls over, it is a foul ball, no matter where the ball goes.
17. If a batter takes three strikes (clean miss of both the Tee and ball), a coach may assist batter from behind.
18. There will be NO extra base on an overthrow awarded. We want to encourage the fielders to throw the ball.
19. The offensive team will have a coach at first and third bases and a batting coach to line up the tee and assist the player coming to bat. Once the ball is hit, the coach removes the tee from the plate area.
20. The defensive team will be allowed coaches in the field, but they are not to interfere with play.
21. Base runners must hold their bases until the ball is batted. No base runner may advance on an overthrow or lead off from their bases.
22. Fly balls caught in the air shall be ruled out. Base runners must return and cannot be doubled off.
23. A batter will be warned if he or she throws the bat carelessly when running to first base. Coaches should instruct all players as to the proper technique for dropping a bat. After a second bat-throwing incident by the same player, the batter will be forced to skip his or her next batting opportunity.
24. One coach (or extra parent) for the batting team should ensure that all players waiting to hit or who have already hit remain seated on the bench.
25. No LSA umpires are provided for these games. Coaches of the playing team will umpire. The coach, either offensive or defensive, nearest to the play will make the call. There will be no arguments over any call.
26. At the conclusion of the game, each team will give a cheer for the other team. Team members and coaches will then line-up and shake hands with the opposing team.
27. In the event of inclement weather during a game, managers will determine whether teams play and will notify their team members accordingly. If opposing managers agree, a make-up may be scheduled accordingly if field space is available. Make-ups can also be scheduled during scheduled practices, if desired.