

SOAR T-BALL GUIDELINES

SOAR Provides – tee balls, a batting t, bats and batting helmets for practices and games

*“Whatever you do, work at it with all your heart, as working for the Lord and not for men.”
Colossians 3:23*

General Rules

1. The development and display of Christian character is a major focus of this program. Therefore, good sportsmanship is expected from all players, coaches, parents and spectators. It will be the responsibility of the head coaches to assure that this attitude is maintained at games and practices.
2. Teams will practice on their designated day and time once per week for a maximum of 60 minutes.
3. Designated tee balls will be used for all practices and games.
4. Teams must field at least 5 players to start an official game. If less than 5, the opposing team may add their players to balance the lineup.
5. Games will only be forfeited if a team does not show up to play within 10 minutes of the scheduled start time.
6. Home Team is designated as the second team on the game schedule.
7. The official rules of Little League Baseball will apply in all situations not covered.
8. Profanity will not be allowed and players and spectators alike should be encouraged to applaud the efforts of the opposing players.
9. Teams are encouraged to clap for each other after every game and say good game!
10. Games that are rained out will be rescheduled if open dates and scheduling permits.

Game Play

1. Games will begin with a prayer led by one of the coaches.
2. The bases will be (45) feet apart.
3. A game will be a maximum of 3 innings or 60 minutes.
4. Any inning started before the time limit has expired will be played to the conclusion of that inning. Keep this in mind before starting each inning in order to allow the next scheduled game to start in a timely fashion.
5. A new inning will not start if the “visiting” team is batting with less than (10) minutes remaining to play.
6. An inning is complete once each team has batted through their line-up.
7. The home team will bat second and must have the last at bat.
8. A player is given (1) warning per game for “slinging” a bat. The next time it occurs, the player will be called out.
9. All offensive players must wear batting helmets when they are on the field of play (running bases, on-deck, batting, etc.).
10. The team in the field is allowed three (3) coaches on the field to give instructions. If a batted ball hits one of these coaches, the batter is awarded a ground-rule double. The offensive team may have a coach at first and third base and at home plate. No coach may physically assist a player.

11. All players that are bleeding or have an open wound must be removed from the game until bleeding stops and the wound is properly bandaged.

DEFENSE:

1. Each team will play all of their players present in the field each inning. Standard infield positions will be filled and all excess players will be placed in the outfield.
 - a. Outfielders must begin play at least (15) feet in back of the baseline and cannot come inside the baseline during play.**
 - b. Infielders must stand at least (2) feet outside the base path.**
 - c. Please consider the child's safety when placing them in the infield.**
 - d. Players should be given an opportunity to play different positions.**
2. After a ball has been cleanly hit, play is stopped when any infielder who is in possession of the ball, steps on a base or stands on the inside (home plate side) of the base path while holding the ball above his/her head. Please note that the infielder must be "in front" of "any" runner in order for play to be stopped. The coaches will stop play at that time. However, they may also stop play if the ball is in their possession and under the control of an infielder when necessary to avoid abnormal advancing of bases.
3. Any overthrown ball at first or third base will result in a one base advancement of all runners.

OFFENSE:

1. A player will be allowed 7 attempts to cleanly hit the ball off the tee in fair territory. (Hitting the rubber tee solidly is not a clean hit.)
 - a) To keep the game moving, please try to limit batting tee hits to 7 attempts per player. If they fail to hit the ball after 7 attempts the player is out.
2. Bunting is not allowed.
3. Coach should announce "LAST BATTER" to the defense as their last player bats. Once the ball is in play, all runners should clear the bases by running home.
4. All play stops when:
 - a) A ball is out of play.
 - b) The coach calls time out.
 - c) The ball is in possession of a player in the infield.
 - d) The coach stops play, at his/her discretion, if the ball is in the possession and under the control of an infielder in order to avoid abnormal advancing of bases.
 - e) After play is stopped, runners go to the nearest base.