

LEAGUE RULES | 4K/5K T-Ball

TEAM ROSTERS

Roster sizes will consist of 8-9 players. Roster sizes are intentionally kept small to improve game play and allow players more opportunities to bat.

GAME LENGTH

Teams will meet once a week for one hour. Starting week four, teams will practice for the first 15 minutes and will finish with 45 minutes of game play. A new inning may not start after 45 minutes.

Teams are encouraged to use a bench coach / parent to help players cheer for their teammates and stay engaged in the game. Also, to keep the lineup moving and introducing terms like “on deck” and “in the hole” to keep kids ready to hit.

BATTING

A continuous batting order will be used. Every player will bat each half inning. A player will bat until they hit the ball.

The Arc between infield foul lines from home plate will be fifteen (15) feet. When using the batting tee, any ball hit within the arch area will be considered a foul ball and the batter will get another attempt to hit the ball.

Any time the last batter hits; that batter and all others on base will run all the way around the bases to complete the inning.

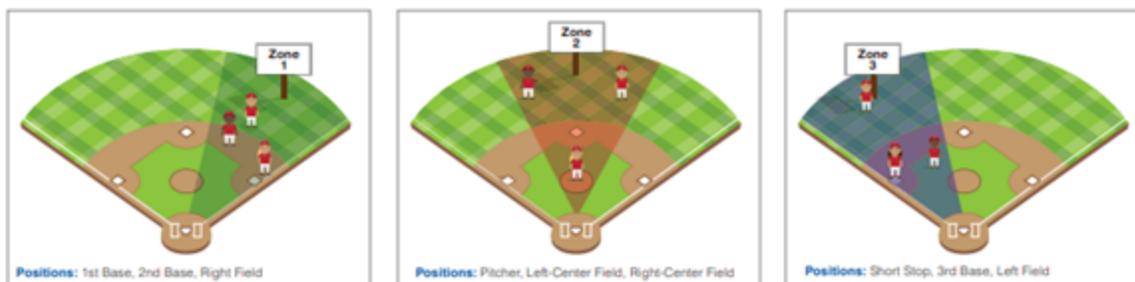
BASERUNNING

All players are safe at their base. Runners can only advance one base at a time. There will be a coach on the pitching mound and all fielded balls by the defensive players will be thrown to this coach. Coaches will not field any batted balls.

DEFENSE

There will be eight total defenders on defense: four players will assume the regular infield positions, 3 outfielder positions, plus a player at the pitching position. Any additional players will be placed in the outfield.

Players are encouraged to rotate positions on defense. The following sample defensive rotation divides the field into 3 zones and ensures every player gets to play an infield and outfield position every inning. (Adjust accordingly for 4K defense)



Every batter, coaches will help players get into a ready position and have players call out where they will throw the ball if it's hit to them. Coaches will also take an extra ball onto the field to toss to players to keep them engaged during times when the ball is not hit in their direction.

The coach of the team that is batting will be the catcher for the game. This coach will be in charge of placement of the tee on home plate and making any height adjustments needed for each batter. They will also remove the tee when runners are running home.

EQUIPMENT

Equipment will be provided on-site and will be on the fields prior to the start of the game by staff.

PLAYING FIELD

Bases are forty (40) feet in length.

SPORTSMANSHIP

The West Allis-West Milwaukee Recreation Department expects its coaches to show proper conduct and leadership at all times. Arguing or any conduct detrimental to the game will not be tolerated.

5K Specific:

During the last three weeks of the season, we will introduce the concept of the defense trying to achieve 3 outs. The purpose of this is to keep the defense engaged and motivated in the field. Baserunners can advance more than one base. The quicker the defense achieves 3 outs, the sooner they get to go hit.

If the batting team makes it through their batting order, teams will switch sides. But, if the defense gets 3 outs before the batting team finishes their order, teams will switch sides.

Game rules will be modified and adjusted. Changes will be communicated with the coaches.