



P.O. Box 236, Halton Hills, On L7G4Y5

www.hhmba.ca

5U (T Ball) Division

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The T Ball division is a developmental league, designed to be a young person's introduction to the sport. The emphasis is on FUN, ACTION and POSITIVE ATMOSPHERE, where players are gaining the necessary skills to take part in the older ranks of the HHMBA and the adult game of baseball.

GOALS

The ultimate goal of the Halton Hills Minor Baseball Association (HHMBA) is for each player to have an enjoyable season and engage in new friendships through the sport of baseball.

Each child should enhance their baseball development while having fun and increasing their physical fitness level to their specific age group.

By **season-end** HHMBA strives for the following developmental accomplishments for players participating in TBall:

Offensive

- To recognize the existence of a "batting order" and understand their positioning.
- To be able to approach home plate without assistance and recognize feet placement in the batting box, hand placement on the bat and lining up the bat "square" to the ball.
- To be able to hit the ball off the tee within 5 swings with a square follow through swing.
- To understand the proper direction of base running.
- To understand following through first base upon hitting from home plate.
- To understand the role of "Last Batter".

Defensive

- To be able to locate all positions within the infield and assume their assigned position in a timely manner after batting.
- To be able to catch a soft tossed ball and field slow ground balls.
- To be able to throw a ball with the basic fundamentals of throwing a ball.
- To understand the role of "Last Batter" and the defensive responsibility upon "Last Batter".
- To understand the concept of throwing a fielded ball to first base upon receiving a batted

ball.

WHAT EACH WEEK LOOKS LIKE

Please arrive no more than 10 minutes before the scheduled start time. The HHMBA T ball division is broken into two sections each night of play. The diamonds are scheduled with 3 teams on a diamond. The coaches will meet with their own team individually and then move on to their assigned station. Some teams begin their nights involved in a series of “practice” stations, working on skills which will improve their fundamental baseball skills (throwing with accuracy, hitting, and fielding), based on skills found in the Baseball Canada’s Rally Cap program. While some teams will take part in a 1-2 inning game to start their night. At the midway point (6:30 pm), the teams will switch locations. Both the practice and game portions are described in more detail below.

Rotation 1: 6:00-6:25 pm

Water Break: 6:25-6:30 pm

Rotation 2: 6:30-6:55 pm

Water Break: 6:55-7:00 pm

Rotation 3: 7:00-7:25 pm

At 7:25 pm, the diamond is dismantled, and the equipment is returned to the bin on site.

The Rally Cap program, where safety balls will be used, is the focus of the skills necessary to obtain the first cap in the Rally Cap program.

Official Playing Rules

1. All House League games shall be played in accordance with Official Rules of Baseball, as set forth by Baseball Canada, except where modified by the rules contained in this document, Rules and Regulations of Central Ontario Baseball Association (COBA) or Ontario Baseball Association (OBA).

T Ball Division at a Glance

Rally Cap Drill Practice start time	6:00 p.m.
No new inning time	7:25 p.m.
Drop dead time/Evening concludes	7:25 p.m.
Number of innings per mini game	3
Minimum number of innings of play per player	Every player plays every inning.
Maximum number of innings at a position per evening	1
Pitching distance (* Pitchers Helper’s line)	40 feet
Base distance	50 feet
Playing Line	<i>An imaginary line drawn from 1st to 3rd base</i>

Equipment

Individual player must purchase their own bat, helmet, glove, jock/jill

1. Uniforms: Players must wear the uniform issued by the Association, on their top layer of clothing, for all league games. Players losing any part of their issued uniform must arrange with their coach to purchase a replacement.
2. Bases: provided by the HHMBA.
3. Gloves: We recommend a leather glove, as balls tend to bounce out of plastic gloves.
4. **Game play will involve a safety ball will be used and the players will hit from a tee.** Both of these pieces of equipment will be provided by the HHMBA.
5. Helmets: A batting helmet with flaps on both ears shall be worn when baserunning. Chin Straps on batting helmets are required. Each player must supply their own helmets.
6. Players may wear running shoes or non-metal cleats. Athletic protection (jock/jill) must be worn by all players. Coaches are strongly encouraged to check with parents to ensure that players are wearing protection.

Teams

1. Each team shall have a starting lineup of at least 6 players. A maximum of 9 players can be fielded defensively. All players will be placed in the batting lineup and will take their turn to bat.
2. There shall be no penalty for players arriving late to the game. He/she shall be added to the bottom of the batting order at any point of the game.
3. No player shall sit out a defensive inning barring injury.
4. In T Ball, no player shall play the same position twice in the same game or evening, where possible by number(s) of players present on their respective team
5. Barring injury, there should be no changing of positions on the field during an inning.
6. Offensively, all players shall be included in the line-up and take their turn at bat.
7. In T Ball, the entire batting order will take a turn hitting in a given inning, but a player can be put out. 3 outs will not end an inning.
8. If a team has fewer players than their opponent, they will bat extra players such as to make it the same number of batters as the other team in a given inning. Every inning the 'extra' batter(s) must be a different player.
9. The final batter in the order shall be retired, and the inning will end, when either that player is tagged out as a batter/runner or when home plate is touched by a defensive player in possession of the ball.
10. During the 30-minute game, two defensive coaches are allowed on the field during the inning, and an extra offensive coach is allowed, in addition to the 1st and 3rd base coaches.

Game:

1. There are no walks, no strikeouts, no base stealing and runners can advance only on batted balls.
2. The player has the option of choosing to use a batting tee or a coach pitched ball.
3. Each hitter will have a maximum of 5 "good pitches." If the 5th pitch is not hit, the ball will be placed on a tee by the coach, to allow the hitter to run the base paths and to allow the defense to field the ball and make plays.
4. On a hit, a batter-runner may attempt to advance beyond first, subject to their being put out by being tagged.

5. To stop play, a fielder must return the ball to the infield if it goes to the outfield, and the ball must be picked up and in control of an infielder. The umpire shall call "TIME" to stop play when the infielder is in possession of the baseball, and in the umpire's judgement, there is no attempt to make a play on any base runner or if the ball enters and comes to rest in the dead ball area. If a play is being attempted at a base for a put out/tag, then the ball remains 'alive' until that play is complete.
6. Alternatively, after an infield play is made, simply return the ball to the coach doing the pitching and play will stop and the ball will be 'dead'.
7. Base runners shall not leave their base until the batter strikes the ball. If the base runner leaves the base, he/she will be warned.
8. A play at an infield base, must involve a baseball play to the base (ie. thrown ball), with an exception of a play at first base by the first baseman or play at another base, by a player covering the base or attempting a double play. At no time should a player be running to a base to avoid a throw to the base.
9. When a ball is fielded by the pitcher's helper, they may not put out a runner at first base by running and touching that base – they must attempt a throw to first.
10. There will be no infield fly calls in T Ball.
11. When the last batter hits the ball, the ball must be thrown to home plate in order to get the batter out.

Practice:

The HHMBA TBall program allows children of all skill levels to achieve the same number of skills repetitions. The drills also offer a high success rate for every child, which improves every player's self-confidence.

While in the outfield, each team will practice different drills based on the fundamentals of the Rally Cap Program:

- Throwing
- Baserunning
- Receiving
- Hitting
- General Knowledge

1. Three stations will be set up in the outfield, according to the Rally Cap Program, and the teams will rotate through the stations. The HHMBA encourages parent participation with this portion of our program.
2. The only equipment that the players should be bringing with them into the field is their gloves. Personal bats and balls must be left at their equipment bag at the diamond.

Umpires

Through the regular season, there are no umpires at the diamonds. Games are self-umped.

Weather Conditions

1. Unless notified prior to the start of the game of a cancellation due to weather, please show up to all scheduled games with the anticipation of playing.

2. Please check the website, Facebook and Twitter, as we will try to post cancellations on bad weather days.
3. Lightning/Thunder: Please remember the baseball season is a prime time for thunderstorms, so be aware of lightning/thunder:
 - Determine the threat of lightning or thunder in your area.
 - **SEEK SHELTER IMMEDIATELY.**
 - After the last lightning flash/roar of thunder, wait **30 minutes** before leaving shelter. Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure the threat has passed.

Rally Cap Program Evaluation

By the end of the 2022 season, our goal is to have all of our T Ball players be successful in obtaining the “White Cap” in the Baseball Canada’s Rally Cap program. The Rally Cap Participant Report Card for the White Cap includes the following skills:

- FUNDAMENTAL MOVEMENT SKILLS:** Agility - Jump over a line for 10 reps using your own type of jump
- THROWING:** Able to throw a ball at 5 feet.
- RECEIVING:** Able to catch a ball thrown from 5 feet.
- HITTING:** Able to hit a ball off a tee
- BASERUNNING:** Able to run around the bases in the correct direction without stopping.