

T-Ball Rules & Regulations

Ward Parks & Recreation

T-BALL; AGES 5-6

1. A regulation game is 60 mins or 5 innings.
 - a. No new inning after 55 minutes. Game can end in a tie.
 - b. Mercy Rule: If a team is ahead by 15 after the 3rd inning or 8 after the 4th inning, the game will be complete.
 - i. If there is enough time left in a game, coaches are encouraged to continue playing to complete the hour and give the players more experience. No outs or scores will be kept. All coaches must agree.
2. Batters have 5 chances to hit the ball – 3 coach pitch, 2 tee – standard foul ball rules apply.
 - a. If all 5 chances are used with no successful hit, batter will be out.
 - b. All rostered players present for the game shall bat in order, whether playing defensively or not.
 - i. If a player becomes injured and can not bat their turn, it is not an out.
3. When the ball is hit, it must go at least 10 feet (which is shown by an arc drawn from foul line to foul line).
 - a. If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 10-foot arc.
 - b. If the batter hits all rubber or the ball does not go past the 10-foot arc, it is a foul ball.
4. Batting helmet must be worn when player is at bat & as a base runner.
 - a. No slinging of bat; warnings will be given by Umpire.
5. Each batter/runner gets 1 base upon fair hit, unless they get out.
 - a. Each base runner only gets 1 base when advancing.
 - b. Runner is out when a tag is applied or ball gets to the base for a forced out.
 - c. No stealing or leading off
6. 6-Run limit per inning. An inning is over when the fielding team gets 3 outs or when the batting team gets 6 runs.
 - a. Inning ends with 3 outs or run rule.
7. All players should play.
 - a. 4 players should play infield (excluding the pitcher & catcher)
 - i. When player is in the catcher position, they must wear a protective helmet with a face mask or shield.
 - b. Extra players should play outfield.
8. Bases are 60' apart; coach pitches from inside the pitching circle.
9. Only head coaches can be in the infield while their team is on defense. Asst Coaches must stay in foul territory.
 - a. Any base runner touched by a coach will be out, unless deemed necessary, determined by the Umpire.
10. **UNRULY PARENTS**
 - a. If a parent gets out of hand during the game it will be the coach's responsibility to address the parent. Failure to do so can result in a forfeit.
11. Ward Parks and Recreation will provide one umpire and game balls.
 - a. RESPECT for umpire from coaches, players & fans is required.
12. Ward teams are required to follow all park rules at the Ward Sports Complex home fields and while being a guest at any other complex.
13. **ANY AND ALL GRIEVANCES SHOULD GO THROUGH THE PARKS AND RECREATION DIRECTOR.** They must be in written form including a signature and date. Contact information is at the end of this document.
14. PLEASE USE GOOD SPORTSMANSHIP AT ALL TIMES AND REFRAIN FROM THE USE OF FOUL LANGUAGE AS THIS IS A FAMILY ORIENTED BALL PARK. IF YOU ARE KICKED OUT OF A GAME FOR NOT FOLLOWING ONE OF OUR PARK RULES, YOU HAVE TO SIT OUT THE FOLLOWING GAME.

THANK YOU IN ADVANCE FOR ABIDING BY THE ABOVE RULES. HAVE FUN AND BE SAFE!

OFFICE # 501-843-7686 CELL # 501-422-9558
parksandrecreation@cityofward.com

****ABSOLUTELY NO DRUGS, ALCOHOL AND/OR TOBACCO USE****

Revised 12/23/2025