**SMBA 2022 T-Ball/Rally Cap Rules**

These rules were established in keeping with the philosophy of the SMBA, that the principal aim for T-Ball baseball is to have fun and teach good sportsmanship, as well as try to further the basic skills of baseball. The score is not the focus of the game. All Baseball Ontario (OBA) rules and regulations will be followed, with the following exceptions as per the SMBA:

SMBA is implementing the Rally Cap program for the 2022 season.

Each diamond time will have 2 teams assigned.

Teams will be split into 2 groups.

Group 1 from each team will play a traditional T-Ball game on the infield.

Group 2 from each team will do baseball skills in the outfield. Team 1 in Left Field, Team 2 in Right Field.

A typical hour would be as follows:

5 Minute warmup.

20-25 Minutes with Group 1’s on the infield.

20-25 Minutes with Group 2’s on the infield.

5 Minutes to leave the diamond

Below are the rules while playing the T-Ball game.

1. There are to be 45 feet between bases.
2. The ball is hit off a batting tee, there is no pitching.
3. Baseball Pants are required.
4. No Extra bases will be awarded on overthrows.
5. There will be no player at the pitcher or catcher position.
6. The ball must travel 5 feet, or it is foul. Draw a semi-circle in front of the plate.
7. No stealing. The players must stay on the bases until the ball is hit.
8. An inning is over when all the players have batted once.
9. Three outs do not end an inning. Each team bats its entire team.
10. A player is out if thrown out, tagged, a force our, or caught fly, and the player must leave the field when out.
11. Score are not kept because these games are not official.
12. Helmets must be worn while a player is at bat, or on the base paths.
13. All players are to receive equal defensive playing time. Players should be moved around in defensive innings to different position. The goal is to have all players be able to learn and experience as much about the game of baseball as possible. This in turn leads to improvement and knowledge for all players, increasing the love of the game and keeping these kids as players in the future.