

Chippewa Valley Fall Ball Rules 2026 – T-Ball

General:

- Seymour Ball Club and Eau Claire Fastpitch board members on duty will make official calls regarding weather and field condition related cancellations.
- Demonstrate good sportsmanship. Cheer for all players.
- Limit carry-ins. There will be full concessions at both parks. Fall ball is a fundraiser for our baseball and softball programs. We appreciate your cooperation!

Practice/Games:

- Team bats, helmets, tees and flexiballs will be ready for your team to use at your dugout.
- For the first 20 minutes each Sunday, your team will practice. Below I have listed some ideas of things you can work on during practice before the game.
- After your 20 minutes practice, you will play a 40-55 minute game. Each kid must bat in the last inning, in order for you to end the game.
- If your team plays in the last game of the day, you must put away the equipment bags, tees and buckets of balls into the baseball closet. Please also put away the bases into the equipment lock box located near the first baseline dugout and lock it.

Batting Rules:

- Batters and baserunners must wear batting helmets.
- Every player bats each inning.
- Ball is hit off a tee (no pitching).
- No strikes or balls–kids swing until they hit the ball.
- Outs are recorded but the inning continues until all players bat.
- The last batter gets a “home run” and all runners score.

Fielding Rules:

- Your entire team will be on defense. No one sits on the bench. (Unless they are refusing to go out on the field, then have the parents help encourage them to get on the field and parents are welcome to go on the field with their child if they would like.)
- Rotate positions each inning. Help players get to their spot.
- Try to help kids understand where they should be throwing the ball once they field the ball.

Base Running Rules:

- Runners advance one base per hit until the last batter.
- No sliding.
- No advancing on overthrows.

Goal: Teach fundamentals, teamwork, and sportsmanship.