

****all practices are 1 hour; games are 4 innings or 1 hour. All practices/games @Memorial Park, see field map on pg. 3****

T-Ball 2025 pg. 1

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
May 26 MEMORIAL DAY- No T-ball!	27	28 PRACTICES- ALL Field 1 @5:30p BLUE Field 2 @5:30p BLACK Field 2 @6:30p NAVY Field 3 @5:30p RED Field 3 @6:30p YELLOW Field 4 @5:30p GREEN	29	30	31
June 2 PRACTICES & PICTURE DAY- ALL → Field 1 @5:30p BLUE Field 2 @5:30p BLACK Field 2 @6:30p NAVY Field 3 @5:30p RED Field 3 @6:30p YELLOW Field 4 @5:30p GREEN	3 (June 2 team pictures schedule on pg. 2)	4 GAMES @5:30p Field 1 BLUE v BLACK Field 2 RED v YELLOW Field 4 GREEN v NAVY	5	6	7
9 PRACTICES- ALL Field 1 @5:30p BLUE Field 2 @5:30p BLACK Field 2 @6:30p NAVY Field 3 @5:30p RED Field 3 @6:30p YELLOW Field 4 @5:30p GREEN	10	11 GAMES @5:30p Field 1 RED v GREEN Field 2 BLACK v NAVY Field 3 BLUE v YELLOW	12	13	14

COLOR: BLUE -- COACHES: Michael Clarkson & Austin Hittle -- SPONSOR: Universal Drilling & Pump

COLOR: BLACK -- COACHES: Angela Dinning -- SPONSOR: North Idaho Welding & Supply

COLOR: RED -- COACH: Chandra Bennett -- SPONSOR: North Idaho Safety Supplies & Services

COLOR: GREEN -- COACHES: Olivia & Justin Rex -- SPONSOR: KG&T Septic, Inc.

COLOR: -- YELLOW COACH: Daniel Silberstein-- SPONSOR: Far North Logo Shop

COLOR: -- NAVY COACHES: Melissa Easley Corsi & Will Corsi -- SPONSOR: Selkirk Energy Solutions

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T-Ball 2025 pg. 2

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
June 16 GAMES @5:30p Field 1 BLUE v RED Field 2 BLACK v GREEN Field 3 YELLOW v NAVY	17	18 PRACTICES- ALL Field 1 @5:30p BLUE Field 2 @5:30p BLACK Field 2 @6:30p NAVY Field 3 @5:30p RED Field 3 @6:30p YELLOW Field 4 @5:30p GREEN	19	20	21
23 GAMES @5:30p Field 1 BLACK v YELLOW Field 2 BLUE v GREEN Field 3 RED v NAVY	24	25 GAMES @5:30p Field 1 GREEN v YELLOW Field 2 BLUE v NAVY Field 3 BLACK v RED	26	27	28

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PICTURE DAY SCHEDULE- MONDAY JUNE 2nd

5:30 BLUE

5:50 BLACK

6:10 RED

6:30 GREEN

6:50 NAVY

7:10 YELLOW

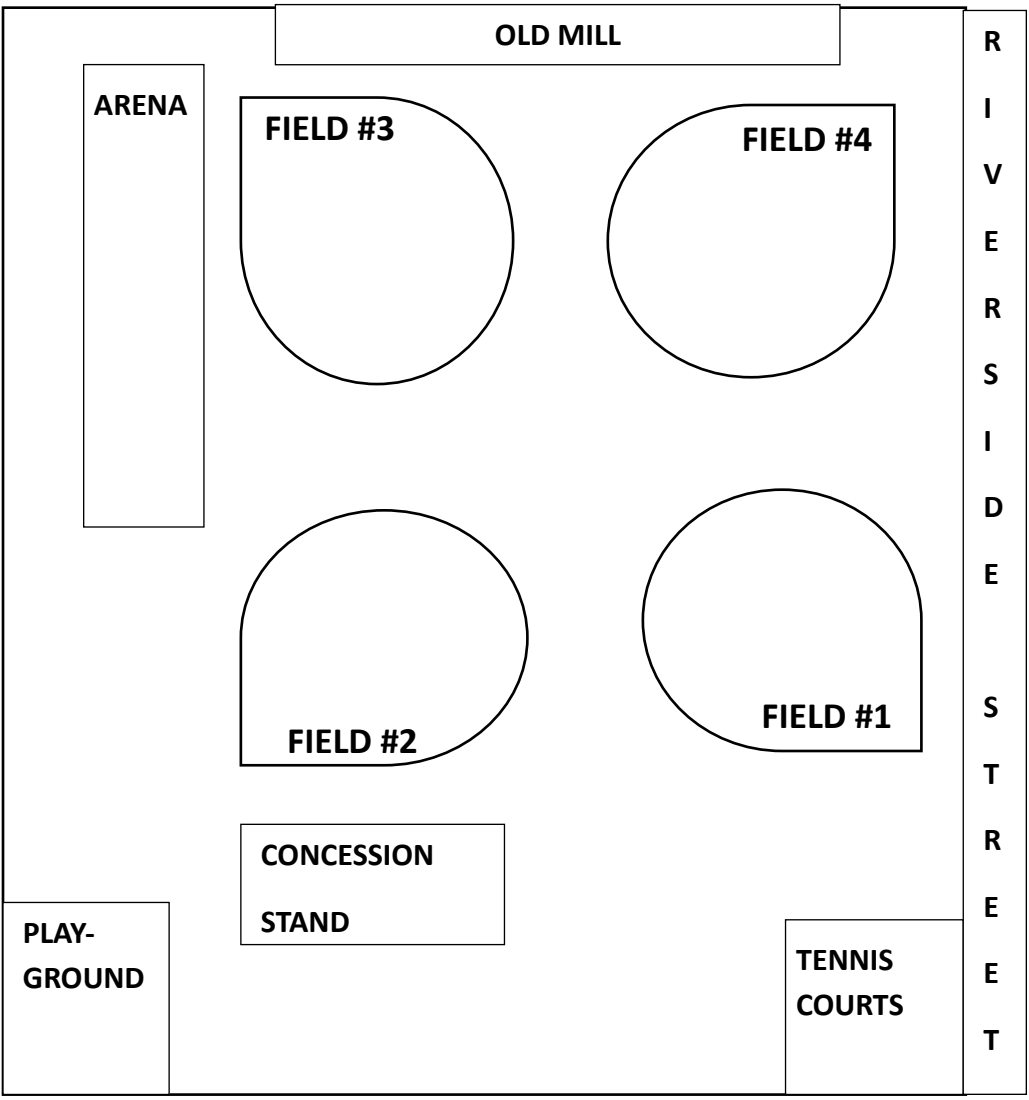
All practices/games at Memorial Park:

Field #1 –by tennis courts

Field #2 –by
playground/concession stand

Field #3 –mill/arena side

Field #4 –mill/river side



Parks & Rec T-Ball Program Guidelines/Rules

GOALS

1. T-Ball is the starting point of a child's baseball/softball skills. The goal of t-ball is for them to learn the basics of how a baseball game is played, learning the positions and rules of the game, and having fun.

EQUIPMENT PROVIDED BY PARKS & REC

1. Shirts & hats to be worn for ALL games, hats for all practices/games (see below)
2. Bats, helmets, balls and tees provided to coaches at the beginning of season and need to be returned in a timely manner at the end of season
3. **Players must wear a baseball hat under batting helmets at all times to help reduce any head lice issues.**

PLAYERS NEED THE FOLLOWING EQUIPMENT

1. T-Ball glove, baseball pants, tennis shoes or cleats (cleats recommended)
2. Players can use their own bat, but it must be a T-Ball bat with an official USA stamp on the barrel
3. If a player wants to bring/use their own bat and/or batting helmet, keeping track of it is the responsibility of the parent(s), not the coach or Parks & Rec
4. **Players must wear a baseball hat under batting helmets at all times to help reduce any head lice issues.**

THE APP

1. Not required! However, the Team Snap app is very useful and helps you stay up to date on schedules, cancellations and has a "team chat" feature. If you have questions, reach out! Schedules, cancellations, etc. will be sent out via coaches as well.

PICTURE DAY

1. Picture day is scheduled for **June 2nd** for ALL TEAMS. The scheduled time for each time is on page 2 under the calendar. Your team will practice before/after this scheduled time (during your regular practice time).
2. Please be on time at the gazebo next to the covered pavilion at the park, with team t-shirt/hat. You are welcome to bring your own photo props (i.e. bat, glove)
3. Coaches will pass out photo forms at first practice, it is also available for print on the website or in the "media" section of app: <https://boundarycountyparksandrec.org/sports-programs>
4. Cash/checks to: **Line Point Printing**
5. Coaches: one free sports package per team coached, please indicate on your child's form that you are the coach by writing "COACH" – buttons, posters, etc. not included in your free package.
6. A team photo is sent to your sponsor with a Thank You card. If you do not want your child's photo to be sent to the sponsor, please do not have them participate in the team picture.

WEATHER POLICIES

1. Lightning: If there is lightning within 6 miles of Bonners Ferry, all practices/games are cancelled per NCAA standards. This is checked via WeatherBug: <https://www.weatherbug.com/alerts/spark/bonnerr-ferry-id-83805>
2. Heat: 92F practices/games are considered “optional” to coaches. All participation is always *optional* so if you feel that the heat is too much for your child, you are welcome to keep them home. At 95F, all practices/games are cancelled. We will be using the following to monitor temperature: <https://forecast.weather.gov/MapClick.php?textField1=48.7&textField2=-116.31>
3. Air Quality: All practices/games will be cancelled if Air Quality Index is >150 (anything in the red zone or higher). Checked at: <https://www.airnow.gov/?city=Bonners%Ferry&state=ID&country=USA>
4. Cancellations will be posted to the Team Snap app and coaches will be notified. Coaches need to relay the message on to the parents of kids on their team in a timely manner.
5. **Coaches are allowed to cancel practice/game if bad weather/lightning occurs mid-practice or game.**

FIELD

1. Base path will be approx. 60’ in length and “pitching mound” will be 40’ from the home plate
2. Out of bounds lines will be chalked, not batter’s boxes

LENGTH OF GAME

1. Games will be 4 innings or 1 hour (a started inning needs to be completed in full regardless of the time limit) **do not start another inning if the time limit is almost met**
2. Rainouts will be cancelled by Parks & Rec Sports Director

RULES

1. All batters, base runners and players on deck **MUST** wear protective headgear. The defensive player in “catchers” position will wear a helmet as well. Batting helmets are required during practices & games.
2. “Pitcher” and “Catcher” positions will be utilized in defense even though this is **NOT a player pitch program.**
3. 3 coaches may be utilized on offense: one to assist batter, two at the bases.
4. 2 coaches may be utilized on defense: located behind the infield and the front of the outfield (additional parent helpers can be utilized in the outfield if necessary) **coaches/parents are not permitted to touch or pick up the ball while in play.**
5. All players should play on defense, placing the extra players in the outfield, so no kids are sitting on the bench.
6. Each player is placed in number sequence for batting line up, if a player cannot bat his/her turn, the batting order continues. Ideally this order should rotate so the same kid is not always waiting forever to bat.
7. There will not be 3 outs per inning, the inning will end once the **offensive team has run through their full batting lineup ONE TIME.**

8. Even though we are not keeping track of “outs”, once an out is made, the player needs to return to the bench. The goal of this program is to teach them the fundamentals of the game, even though that is not always “fun”.
9. Score will not be kept and coaches will serve as umpires for their games.
10. Each batter will get the chance for a fair hit. A fair hit is any hit 10’ or more from the tee. **Players will advance only one base per hit.**
11. Games can be paused/stopped for instructional purposes at any time.
12. Outfielders must throw the ball to the infield; they are not allowed to tag a base or runner.
13. If a batter throws their bat, he/she will be given TWO warnings, after that they will be called out.
14. The following is not allowed: lead offs, stealing bases, sliding, pinch hitting, infield fly rules, baseline interference, running on any overthrows, double plays or protesting.
15. Defensive team will field 9 players. Any extras may be placed in the outfield rather than the bench, if preferred. Each inning, the players/positions need to be rotated.
16. Runners on base may be forced out or tagged out per regulation rules.

Example of standard field positioning:

