



BENEFITING OUR COMMUNITY

2019 YMCA T-Ball Rule Book

T-BALL RULES

- The YMCA Sports Pledge will be recited by both teams before the start of each game.
- A team consists of 6 infielders: a catcher, pitcher, shortstop, 1st, 2nd & 3rd baseman and a maximum of 4 outfielders. Additionally, infielders must be stationed behind an imaginary line drawn between first base and third base until the ball is hit. Naturally, once the ball is hit they may move to field the ball.
- A player may not play the same position for more than two consecutive innings.
- A player may not sit out for more than one inning/game unless the player chooses not to play.
- The game begins when the umpire places the ball on the tee and announces the game will begin.
- A half inning begins when the first batter from the team on offense hits; and is complete after all participants from the team have hit once regardless of outs or runs scored.
- On a fairly hit ball, the batter and each base runner may advance only one base.
- A runner either forced or tagged out must return to the dugout.
- 2 coaches are allowed on the field with the defending team. If both coaches agree, more or less can be used as needed.
- The batting team is allowed to have a coach or parent volunteer at each base to help direct the kids around the diamond. The batting team is also allowed to have a coach help a batter after the 3rd swing.
- Before a ball is considered "fair", it must pass out of the "no hit" Arc. This circle shall be a radius of 5' from home plate as determined by the umpire.
- Games are 60 minutes in length or 5 innings. A new inning cannot begin after 50 minutes of play.
- **T-Ball is not a competitive baseball league rather its focus is on the development of basic skills and knowledge of the game. Most of all, HAVE FUN!**

A. Batter:

1. T-Ball: The batter may not swing until the umpire yells "play ball". The batter has 5 swings to put the ball in play or he/ she is out. There will be a 10 foot radius circle drawn around home plate. The ball must leave that circle to be a fair ball. 2. A protective helmet must be worn by each batter, base runner, and person on deck.

B. Ball in Play:

1. If the ball is overthrown and goes out of play, the runner(s) may advance to the base she/he is going to plus one. If the ball remains in play, the runners may advance at their own risk. If the ball is hit into the outfield, runners may advance until the ball is in possession of an infielder standing inside the base path. Thereafter, base runners may advance at their own risk until the play is dead. A ball is considered "dead" and the play is over once the pitcher is in possession of the ball.

2. Balls hit in play and thrown from fair to foul territory; if the ball hits a base coach or batter on deck the ball is still live and in play. Balls thrown outside the fence line are considered an overthrow.

III. Coaches/ Parents/ Players Conduct:

Zero tolerance rule is in effect for all leagues. The umpires call is the correct call. Any haggling of the umpire for any reason will be given a warning and then ejection from the ball park. No questions asked! This program is for the kids. We understand the competitive nature comes out in everyone now and then, but we need set examples of how to conduct ourselves in these situations.