



FOR YOUTH DEVELOPMENT®  
FOR HEALTHY LIVING  
FOR SOCIAL RESPONSIBILITY

## PLAYING TOGETHER

### T-Ball Rules

#### Field Measurements

60 feet between bases

84' 10" from back of home plate to back corner of 2nd base

T-T line is 30' out from 1st & 3rd base line

#### Number of Players on Field

10 players are allowed on the field at a time. The 10th player will play a rover. When the ball is placed on the Tee, the rover and the 3 outfielders must be standing beyond the base path and farther than any of the infielders. All other players will play a normal defensive position and infielders may be stationed no more than 3 yards inside the base path.

#### ARC Rule

In T-Ball, an arc will be drawn in fair territory of home plate. The batted ball must travel beyond the arc; otherwise it will be considered a foul ball.

#### Ball Size

9" baseball (softie)

#### Rules

1. Teams are allowed to meet only 3 times a week. This includes games.
2. Coaches must make every effort to play all children an equal amount of playing time. Each child must play 2 innings by the end of the 4th inning.
3. Teams will meet at the baseline on the field to recite the YMCA pledge before beginning play and meet after the game to shake hands.
4. Uniforms must have a YMCA logo somewhere on the uniform. No metal cleats.
5. Forfeits—all games will start at the scheduled starting time. A team must have at least 7 players present at game time.
6. Time Limits
  - A. League games will be 4 innings.
  - B. A game called because of rain, darkness, or inclement weather will be considered a game if the visiting team is ahead after 3 full innings have been played or if the home team is ahead after 2 1/2 innings have been played.
  - C. No inning shall start after 55 minutes of play. Play is considered when the umpire declares "play ball" and the next inning will be considered as started the instant the last out is made in the preceding innings.
  - D. Extra innings are not allowed to break tie games.
  - E. An inning will have a maximum of 3 outs or 4 runs accumulative (if you are at the bottom of the 4th inning and you have no runs you may score up to 16 runs).
7. DEFENSIVE COACHING—You may have 1 infield coach and 1 outfield coach.
8. HEADGEAR—Each batter, base runner, on deck batter, catcher, and pitcher must wear approved helmet.

9. TIGHT BASES-No player is allowed to leave a base until the ball is hit. NO STEALING BASES.

## 10. POSITIONS

A. No player may play the Pitcher or 1st base position for more than 2 innings per game.

B. The Pitcher must have both feet in the Pitcher's Circle at the time the ball is hit. Violation of this rule will result in the Umpire warning the Pitcher of the infraction and the batting team will have the option of either counting the result of the play or erasing the play with all base runners returning to the bases occupied prior to the infraction.

C. All fielders must play in normal defensive positions.

### **Batting**

-The coach is responsible for adjusting the T as he deems appropriate or requested by the batter.

-The umpire must say "play ball" before the batter may swing at the ball.

-The ball must be hit in fair territory by the 5th swing or the turn at bat is to be considered an out.

-The ball must travel from the T in the air and land outside the batter's circle to be considered a hit, if not a strike.

-The ball is played as a fair ball even when the batter only hits the T and the ball travels outside the batter's circle.

-The bat must remain in the batter's circle or the batter will be called out.

### **T & T Line**

there will be a throwing/tagging line marked on the field. It will be a straight line across the infield 30' from home plate down each foul line.

The T & T line only applies to the pitcher and catcher as follows:

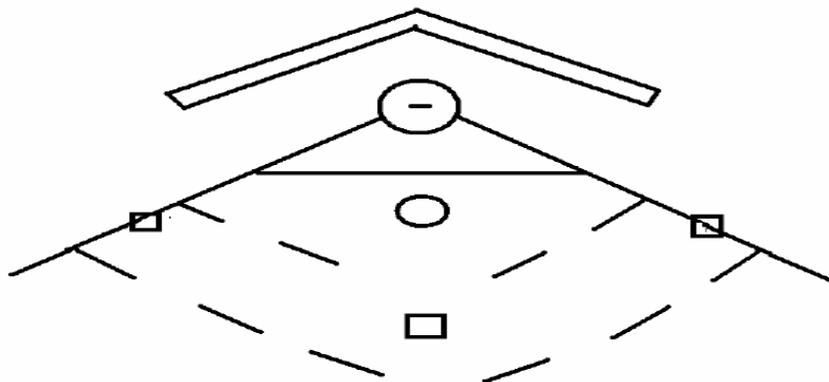
-When the pitcher/catcher fields a fair ball on the home side of the T & T line, he has the option of attempting to tag or force out the runner by himself or may throw to another player who can attempt the tag or force out.

-When the pitcher/catcher fields a fair ball on the pitcher's side of the T & T line, he must attempt to throw the ball to another player who can attempt to tag or force out the runner. The umpire will declare the runner safe if an infraction occurs.

-The line b/w the batter's circle & the pitching mound is the T & T line.

-The 1st set of dashed lines is to ensure the infield players do not line up too far in to field any balls.

-The 2nd set of dashed lines is to ensure the outfield players do not line up too far in to field any balls.



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