



PLAYING RULES – Fall Baseball / Softball / T-Ball

Playing Time

1. The goal of the YMCA is to give EVERY player a chance to play baseball/softball/t-ball in every game. Each player must participate in half of each game in the field. Rotating positions is highly recommended.

Equipment / Uniform

1. Grades K – 2nd: Players may wear tennis/turf shoes/baseball cleats (NO metal spikes allowed).
2. All Grades: Players must wear the official YMCA jersey. A ball cap is provided and required to wear under batting helmet. Players shall not wear anything that is dangerous, i.e., rings, watches, earrings (cannot be taped). No cast allowed.
3. Batting Tee: Grades K & 1st. A batting tee will be provided at games.

Bat Specifications

1. No restriction on bat length or barrel size. Any legally manufactured bat can be used.

Ball Size

Grade K & 1 st :	9" Safety Ball	Boys Grade 2 nd :	9" Safety Ball
Girls Grades 1 st /2 nd :	11" Safety Ball		

Games

1. Grades K: Home team listed on the schedule will be in field to start game. Visitors bat first.
Grades 1st and 2nd: Flip of coin by umpire will decide home team designation.
2. Games are 1-hour time limit (no new inning after 55 min.) Must finish the whole inning.
3. All divisions will play with 10 fielders (5 infielders and 5 in the outfield).
4. No catcher position will be used for all grades.
5. Umpire provided for Grades 1st and 2nd umpire will start the game by saying "Batter up.....Let's play ball."
6. Home team is responsible for keeping batting order, outs, and informing umpire of runs per inning.

Field of Play

T-Ball	Grade K:	Bases 50'	Pitching 27'
Softball/Baseball:	Grade 1 st :	Bases 50'	Pitchers 30'
Softball/Baseball:	Grade 2 nd :	Bases 60'	Pitchers 33'

Scoring

Number of Runs or 3 outs per inning.

Grades K – 2nd: 5 Runs

***NOTE:** A play will be allowed to finish, but only appropriate runs (listed above) will be recorded.

Batting Order

1. All players bat whether they are in the field or not. All batters are encouraged to hit the ball, NOT to try and walk as an offensive move.
2. Grades K – 2nd: Coaches must set season batting order. Batting order resumes for next game where last batter batted. i.e., if batter 8 was last batter, then batter 9 is the first batter in the next game.

Batting Team

1. All Grades: Batting team should pick up bat after all plays.
 - Batters, on-deck batters, and base runners must wear helmets. (Extra helmets with masks on them will be brought to field by umpires at Wright Park. Ball cap is required to be worn underneath.)
 - Team at bat may have coaches at 1st & 3rd base. Coaches may NOT touch a player-rounding base. (Penalty: Runner is called OUT)
 2. Grade K: A tee is used instead of a pitcher. A batter may not strike out, foul out, or walk.
Grade 1st: Coach pitch (4 pitches) then batting tee will be used.
 3. Grade 2nd: Coach pitches 5 pitches. A batter may not strike out, foul out, or walk. (See: Pitching Regulations)
- *NOTE:** Coaches should have the next batter ready to go when it is their time to bat in order to speed up play.

Base Running

1. All Grades: (All base runners must wear helmet)
 - If a base runner passes a base runner in front of him/her, the base runner will be called out.
 - If two players end up on the same base, the umpire will call the second occupant out.
 - No run shall score when the 3rd out is a forced play.
2. Grades K – 2nd:
 - INFIELD HIT: On any infield hit base runner/batter may advance only one base. Play should be attempted.
 - OUTFIELD HIT: Runners may advance until ball is controlled by an infielder. Base runner must then stay on closest base. Umpire will call "Time" to stop play.
3. No lead off. No bunting or stealing allowed. Sliding is allowed.

Safety Procedures (First aid is available at the office building at Wright Park.)

1. Any batter throwing the bat will be called out immediately, umpire's discretion. NO WARNINGS. No base runner may advance. Coaches should teach players to lay the bat down near home plate.
2. ONLY the on-deck batter may practice swinging the bat.

Overthrow Rule

1. Baseball/Softball/T-ball Grades K – 2nd:
If an overthrow occurs at any base, the player must stop on the base they are closest to whether the ball is in play or not. NO advancement.

Pitching Regulations

T-Ball: Grade K:

1. The pitcher will stand 27' out from home plate and must stay on pitching rubber until the ball is contacted.

Coach Pitch/Batting Tee: Grade 1st Baseball/Softball:

1. Coaches, assistant coaches or an adult will pitch to their own batters/team.
2. Coach/pitcher will stand 30' from the plate. Coach must step back after each pitch. The coach should attempt to get out of the way of any ball in play. If coach is hit by the ball, the ball is still in play.
3. Coaches may verbally help batters before and after pitches but not during.
4. Coach/pitcher will not be permitted to talk to the fielding team/players, unless congratulating good play.
5. Player playing pitcher will field the ball.
6. Coaches will throw 4 pitches to his/her player. If the player does not hit the ball after 4 pitches, a tee will be used. A batter may not strike out, foul out, or walk.
7. A double is the most that can be scored from the tee.

Coach Pitch: Grade 2nd Baseball/Softball:

1. Coaches, assistant coaches or an adult will pitch to their own batters/team.
2. Coach/pitcher will stand 33' from the plate. Coach must step back after each pitch. The coach should attempt to get out of the way of any ball in play. If coach is hit by the ball, the ball is still in play.
3. Coaches may verbally help batters before and after pitches but not during.
4. Coach/pitcher will not be permitted to talk to the fielding team/players, unless congratulating good play.
5. Player playing pitching position will field the ball.
6. Coaches will throw 5 pitches to his/her player. If the player does not hit the ball after 5 pitches then the batter will be recorded as an out.
7. A player cannot strike out after three strikes.
8. A batter may not walk or foul out.