



## PLAYING RULES – Micro T-Ball

### Playing Time

1. Micro T-Ball is unique, because the practices and games are scheduled in the same hour. Your team will have 20 minutes of practice followed by a 30 minute game (time listed on your schedule is when practice begins).

### Equipment / Uniform

1. All players will be given a YMCA Jr. Husker jersey and YMCA Ball cap, which is required to wear under the batting helmet.
2. Any baseball cleat is allowed (no metal tips).
3. Players with a hard cast or splint are not permitted to play.
4. No Jewelry of any kind is allowed, where they must be taken off while on the playing field. (May not tape earrings)
5. A tee will be used instead of pitcher.
6. 9" Safety ball will be used for practice and game
7. All fielders must have a glove.
8. Bats are available if needed located at the Wright Park Garage area. No restriction on bat length or barrel size. Any legally manufactured bat can be used.

### Games

1. Each team bats through line up a minimum of two times.
2. May bat more than twice through, but there is a maximum of 40 minutes allowed per game.
3. Base length is 50' and pitching distance is 30'.
4. Each field will have a bucket of practice balls with two batting tees.
5. Six players will be in the infield and the remaining will play in the outfield (rotate).
6. No catcher will be used in the Micro league, where the catcher will play next to the pitcher position.
7. A team may begin a game with only 5 players
8. All players will bat during an inning.
9. All players play in the field on defense.
10. Each player must have the opportunity to try each position throughout the season.
11. Weather Cancellation for Youth Sports:
  - a. Message will be sent out through Playerspace should games need to be cancelled due to weather or field conditions.
  - b. Weather Line for Youth Sports: (402) 434-9211

### Positions

Infield: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Shortstop, and two pitchers

Outfield: Right Field, Right Center, Left Center, Left Field, Center Field

### Batting

1. Batter must wait until coach places ball on tee and is ready, and then the batter can swing.
2. A batter may only go to first base after a successful hit off the tee.
3. Batter may NOT strike out
4. Batter must lay bat down and NOT throw the bat, automatically Out.
5. On-deck batter must wear helmet and be behind the 20 ft. line from base path, only one on deck batter at a time.
6. Different line-up is recommended for each game, this helps rotate players at the top of line up for the season
7. **Reminder:** Each team will have their entire batting order bat each inning.

### Fielders

1. Fielders cannot be on the base path when runners are making an advance.
2. Fielders cannot stand on a base prior to ball being batted, they must remain 5' of base path until the ball is hit.
3. Time will be called once ball has been thrown in from the outfield, where it does not have to be controlled just in the infield area.

### Base Running

1. Helmets must be worn by all base runners.
2. Runners are only allowed to advance one base after the batter has hit the ball.
3. Base runners may not advance on overthrown balls.
4. No stealing or sliding is allowed.

### Coaches/Umpires

1. While your team is up to bat, you will be the Homeplate umpire responsible for putting ball on the tee, and assisting your batter.
2. When your team is on the field, you will be the field umpire making calls at the bases.
3. You may NOT touch the ball or impede the base runners during the game.
4. You may verbally direct your players on correct positions, such as where they should be
5. All base runners remain on their base regardless if out is made
6. Safety should be a major concern, where it is important that you make sure players are out of baseline paths and that the runners have on batter helmets.
7. Remember you are responsible your teams behavior and the behavior of the fans. Be a positive role model for your players/fans.