



Playing Rules – Fall 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. Players may wear tennis/turf shoes/baseball cleats (NO metal spikes allowed).
2. 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. A batting tee will be provided at games.
4. **Bats:** No Restriction on bat length or barrel size. Any legally manufactured bat can be used.
5. **Ball Size:** 9" T- Ball

Games

1. Team listed first on the schedule is HOME team. Visitors bat first.
2. Games are 1-hour time limit (no new inning after 55 min.) Must finish the whole inning.
 - a. Bottom inning must finish for game to end. This is to ensure both teams have equal opportunity to bat.
3. All divisions will play with 10 fielders (5 infielders and 5 in the outfield).
4. May start and field with 6 players only
 - a. If a team does not enough to field with work with opposing team on sharing players.
 - b. If you are not able to field a team entirely please contact Youth Sports beforehand.
5. No catcher position will be used for all grades.
6. Home team is responsible for keeping batting order, outs, and informing opposing team of recorded stats.

Field of Play

1. K& 1st grade Base distance will be set at 50 ft. and pitching mound will be set at 30 ft.
2. Coaches on the field must try to get out of the way on live ball hit into field of play.
3. Players will be recorded as an out on any force out, tag out, or caught fly balls.
4. Inning will end after three recorded outs or run rule requirements are met.
5. Run Rules is in effect. Each team may only score five runs per inning.
 - a. A play will be allowed to finish, but only appropriate runs 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 to walk as an offensive move.
2. 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 nine 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 will be brought to field by umpires at Wright Park. **Must wear ball cap underneath batting helmet at all time.**)
2. Team at bat may have coaches at 1st and 3rd base. Coaches may NOT touch a player-rounding base. (Penalty Runner is called OUT)
3. A Tee will be used for all batters, no coach pitch. A batter may not strike out, walk, or foul out.

Base Running

1. Base runners must be wearing a batting helmet at all times while on the field.
2. If a base runner passes a base runner in front of him/her, the base runner will be called out.
3. If two players end up on the same base, the umpire will call the second occupant out.
4. No run shall score when the 3rd out is a forced play.
5. **INFIELD HIT:** Any infield hit the base runner/batter may advance only one base. Play should be attempted.
6. **OUTFIELD HIT:** Any hit that is fielded in the grass will be considered an outfield hit. Runners may advance until ball is controlled by an infielder. Base runner must then stay on closest base.
7. No lead off. No bunting or stealing allowed. Sliding is allowed.

Safety Procedures

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.