



T-Ball Rules

K/1st Grade

Goal

Our goal is to teach every child the game of baseball through maximum participation and to have fun during the season. Each child shall play at least 50% of each game.

Philosophy

Our philosophy is to put winning and competition into perspective. We support kids first, winning second while teaching sportsmanship, values, caring, honesty, respect and responsibility.

Roster	10 – 12 players
Game length	4 innings or 1 hour – whichever comes first
Offense	Everyone on roster hits every inning (must follow same batting order for whole game)
Defense	Everyone on roster plays a different position every inning
Score	Not Kept
Outs per inning	Unlimited
Attempts to hit ball	Three
Walks	Yes, after three unsuccessful attempts to hit the ball
Base Running	1 base at a time
Umpires	None, will have a field supervisor

Attire

Players should wear tennis shoes or rubber cleats (no metal cleats allowed), comfortable athletic pants or shorts, baseball glove, and YMCA provided jersey.

General Rules

It is the responsibility of the field supervisor to:

- Bring equipment to the field.
- Make sure games begin on time.
- Have a copy of the rules and refer to them for any questions.
- The field supervisor has the discretion, along with the program director, to ask any coaches, players, or parents to leave the game for unsportsmanlike conduct. The YMCA has zero tolerance for unsportsmanlike conduct.

- If a team cannot field 10 players in any one game, the game will still be played. Nine players can be balanced by having one player (a different one each inning) bat twice each inning. Fewer than 9 players: coaches may “borrow” players from the other team. The kids must be the same age level, or younger, than the team.

T-Ball Offensive Rules:

- Teams are allowed a 1st and 3rd base coach who must stay off the field of play.
- All batters and base runners must wear a helmet until they are back in the dugout.
- The ball is to be placed and hit off the tee located on the top of home plate.
- Batters must take a full swing at the ball (no bunting or “swinging easy”)
- No sliding of any sort allowed.
- The ball must be hit at least 5 feet in play to be considered a live ball. If the ball is hit less than 5 feet, it will be considered a foul ball.
- Players that throw their bats after hitting the ball should be warned. If it is habitual, they should then be called out and no base runners may advance.
- Base runners must wait until the ball is hit to advance to the next base (no stealing and no leading off bases).
- Base runners may not advance on over-throws at any time.
- Each team batting will go through the entire line-up.
- Batting team must announce that it is the last batter. The inning ends when the last batter has been tagged or thrown out at 1st base.

T-Ball Defense Rules:

- No player can sit out more than 1/3 of the game or two innings. The better players should not play the entire game.
- Minimum of 9 players on the field; maximum of 12 players on the field.
- A different player must occupy the pitching position each inning of play.
- Coaches must balance the defensive positions so that all players can play infield at least every other inning per game. Coaches are to rotate their players to different positions every inning.
- There is no infield fly rule.
- 2 coaches from the defensive team may position themselves in the playing field area. At no time can the coach participate in the play.

Please remember we don't keep score or standings. We support kids first, winning second. Please encourage improvement rather than winning.