

BYBA T-Ball Rules

T-ball Age Group is 6 and under

Purpose: Provide a safe, fun, introduction to baseball. Fundamental hitting, field set up and orientation, fundamental throwing/catching and running the bases are the primary objectives of this league. The coach is encouraged to begin teaching forward mitt position during fielding with use of both hands, mitt position in overhead catching with both hands, stance position for fielding and batting with easily understood language. Athletes are encouraged to make plays to all bases as appropriate.

1. BATTING

- All hitters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to swing level.
- All rostered players present for the game shall bat in order, whether playing defensively or not.
- There is no bunting.
- Pitcher should be in contact with rubber and making pitching motion before batter swings at the ball. It is acceptable to have 2 pitchers, one on either side of the pitcher's mound.
- An inning is over when 5 players (or 1/2 of your line-up) have batted or three outs are made, whichever comes first. The fifth batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or scored, either of which will end the inning.
- Batting helmets must be used at bat and as base runners.
- When the ball is hit it must go **at least 25 feet**, which is shown by an arc drawn from foul line to foul line. (just pace this off and draw a mark in the dirt with a bat – some leniency here is ok for less experienced hitters)
- Three complete misses of the ball while batting constitutes a strikeout. A fourth swing is allowed with the coach's help.
- If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 25 foot arc. If a batter hits all rubber or the ball does not go past the 25 foot arc, it is a foul ball.
- No stealing or leading off permitted.

2. FIELDING

- Nine players are on the field at any one time, excluding a catcher. (may play 10 fielders using 2 pitchers, one on either side of the mound, which is what they do in rookie)
- Each player present must play a minimum of two innings defensively. (no need for any player to sit more than one inning per game)
- A coach may be stationed beyond the infielders to provide instruction to all defensive players. (this coach should also act as the umpire)

3. GAME

- A regulation game is six innings.
- A called game is complete if 3 1/2 or 4 innings are completed. (Typically we play 4 innings so each batter gets 2 turns at bat. This takes about an hour. If there is time and the coaches agree, they may go the full 6 innings)

4. Other:

- Managers should meet prior to start of game to make sure they are on the same page with all the rules.
- If a team makes an out at any time during the game, be sure the batter/runner goes back to the bench. **BIG** congratulations here for the out as that is what we're trying to teach and it doesn't happen all that often!
- If a team makes 3 outs before the other team gets to bat half of their lineup, congratulate the team (that's HUGE!). Also, allow the batting team to continue batting through their half of the lineup so they can maintain equal batting for the game.
- These rules can be flexible, if you have questions on them or suggestions for improvement, let us know!
- The biggest thing is that we remember **it's just a game and it's about the kids having fun!!**