

## YMCA of Greater Williamson County Youth T-Ball/Baseball Rules

<b>Divisions</b>	<b>Age 3-Kdgn T-Ball</b>	<b>1<sup>st</sup>-2<sup>nd</sup> Grade 5-Pitch</b>	<b>3<sup>rd</sup>-4<sup>th</sup> Grade 3-Pitch</b>	<b>5<sup>th</sup>-7<sup>th</sup> Grade Fast Pitch</b>
<b>League Type/ Definition</b>	Instructional T-Ball is an addition, not replacement, to the baseball program and is designed to teach players basic fundamentals	Instructional 5-Pitch is an addition, not replacement, to the baseball program and is designed to teach players basic fundamentals	Instructional 3-Pitch is an addition, not replacement, to the baseball program and is designed to teach players basic fundamentals	Instructional The Pitch baseball program and is designed to teach players basic fundamentals
<b>Officials</b>	1	1	1	2
<b>Team Size</b>	Not to exceed 12 players, unless specifically changed by Sports Director.			
<b>Uniform</b>	YMCA uniform required	YMCA uniform required	YMCA uniform required	YMCA uniform required
<b>Distance Between Bases</b>	50 ft Halfway marks will be used to designate where the player was when the play ends			60 ft
<b>Pitchers Mound</b>	45 ft from Home Plate and will be marked with a 10 ft diameter circle known as the pitchers circle			45 ft
<b>Foul Circle</b>	10 ft arc from center of home plate from foul line to foul line. Ball must be outside circle to be fair.			N/A
<b>Equipment</b>	Rubber cleats or tennis shoes. No metal. Players may use own bat. Each player should have a mitt			Rubber cleats or tennis shoes. No metal. Players may use own bat as long as bat is made available to opposing team. Each player should have a mitt
<b>Batting/ Strikeouts</b>	Player will hit until a fair ball is produced.	Player will receive maximum 5 pitches from coach, if fair ball is not produced player will hit from tee until fair ball is produced.	Player will receive maximum 3 pitches from coach, if fair ball is not produced player will get 3 swings from the tee.	Regulation Balls and Strikes 3 <sup>rd</sup> strike foul tip caught is out 3 <sup>rd</sup> strike dropped by catcher is out
<b>Dead-ball</b>	When ball is controlled by infield	When ball is controlled by infield	When pitcher has control inside pitcher circle	When pitcher has control at pitcher's mound

<b>Game Length</b>	2 full innings or 1 full hour	2 full innings or 1 full hour	4 full innings or 1 hour	6 innings or 1 and ½ hours Umpires clock will be official
<b>Overthrows/ Errant Throws</b>	Yes – 1 base			Yes – 1 base Players may not advance to home plate on overthrow. May advance home on a wild pitch
<b>Batting Helmets</b>	Required			
<b>Batting Rotation</b>	-All players bat each inning -Order remains the same for the entire game. -Late players will be added to the bottom of the line-up		-Order remains the same for the entire game. -Late players will be added to the bottom of the line-up	-The batting order will be continuous and will consist of every player's name. -Players will continue batting regardless if they are in the field or not.
<b>Outs</b>	No Outs	Yes – Player must leave base. Bases must be cleared after 3 outs.	Yes Inning change after 3 outs or 5 runs	
<b>Defensive Fielding/ Positions</b>	-All players play on field -A standard infield with all other players in the outfield. -Player may not tag out another runner by vacating position unless normal baseball scenario		-10 players will play on the field at one time. -A standard infield with four outfielders. -Outfielders must stay behind the base line. -Player may not tag out another runner by vacating position unless normal baseball scenario	-9 players will play on the field at one time. -A standard infield with three outfielders. -No player shall sit out for more than 2 innings until all players have played at least one -No player may play the same position more than 2 innings in a game. (excludes pitcher and catcher)
<b>Pitcher/ Pitching Coach</b>	NONE	-Offensive coach will pitch to own team and must pitch overhand or underhand from the circle. -Coach shall not block or impede the view of defensive players. -A legally batted ball that hits the pitching coach will be ruled dead. -Intentional interference from coach will result in an out. -Teams may change one pitching coach per game. (3 warm-ups). -Intentional bad pitches so a player can hit using the tee are not allowed. (Umpires Judge) -Coach may move up with umpire permission.		

<b>Pitcher Position</b>	-Pitcher may not tag a runner on any baseline, unless a normal Baseball scenario. -Must throw to attempt out. - Pitcher may stop play by holding ball up inside pitchers mound. -- -Pitcher must wait until ball is hit to leave pitchers circle. (runner is safe)	-Pitcher may not tag a runner on any baseline, unless a normal Baseball scenario. -Must throw to attempt out. -Pitcher may stop play by holding ball up inside pitchers mound. -Player shall not interfere with and will stand beside or behind pitching coach until ball is hit. (runner is safe and all runners advance)	-Pitcher can pitch no more than 3 innings per game. -Any partial inning will count as a full inning pitched.	
<b>Infield Fly Rule</b>	No	No	No	Yes
<b>Bunting/Stealing</b>	No	No	No	Yes-Cannot steal home plate
<b>Walks</b>	No	No	No	Yes
<b>Catcher</b>	No	Yes (Coach)	Yes Coach must determine safe distance behind home plate for catcher to stand. Catcher must wear catching gear	Yes Regulation equipment required.
<b>Offensive Coaches</b>	Team is allowed 3 coaches, 1 at 1 <sup>st</sup> base, 1 at 3 <sup>rd</sup> base and one batting coach	Team is allowed 4 coaches, 1 at 1 <sup>st</sup> base, 1 at 3 <sup>rd</sup> base, 1 catching coach and one pitching coach. Only the pitching coach may instruct batter.	Team is allowed 3 coaches, 1 at 1 <sup>st</sup> base, 1 at 3 <sup>rd</sup> base and one pitching coach. Only the pitching coach may instruct batter.	Team is allowed 3 coaches, 1 at 1 <sup>st</sup> base, and 1 at 3 <sup>rd</sup> base. Players may be base coaches.
<b>Defensive Coaches</b>	3 can be in the field One in right, one infield and one in left field	2 coach may be on the field behind the baseline	No defensive coaches on the field	No defensive coaches on the field
<b>Bench Area</b>	Coaches and players only Home team will sit behind 1 <sup>st</sup> base	Coaches and players only Home team will sit behind 1 <sup>st</sup> base	Coaches and players only Home team will sit behind 1 <sup>st</sup> base	Coaches and players only Home team will sit behind 1 <sup>st</sup> base
<b>Lead-offs</b>	No, must stay on base until ball is hit	No, must stay on base until ball is hit. Team will receive one warning after that player is automatically out	No, must stay on base until ball is hit. Team will receive one warning after that player is automatically out	No, must stay on base until ball is hit. Team will receive one warning after that player is automatically out
<b>Batting</b>	Player wait until called up by coach/umpire to bat	Player wait until called up by coach/umpire to bat	Player wait until called up by coach/umpire to bat	Player wait until called up by coach/umpire to bat
<b>Runner Interference</b>	Any interference, deliberately or accidental, runner will be safe	Any interference, deliberately or accidental, runner will be safe. Any runner hit by a batted ball going from base to base, runner is out.		

<b>All Players Must Play 50% of Game</b>	Yes		
<b>Injuries</b>	Play must be stopped at once, runners may advance. Umpire/coach judgment		
<b>Official Protests</b>	No This is a training and fun sport for kids and should be conducted as such		
<b>Sliding</b>	Yes	Yes, except first base Players should be taught to run through first base.	Yes
<b>Rain Outs</b>	Game will declared official if ½ the game has been played. (Innings or time). We will attempt to make up games cancelled before this time.		
<b>Code of Conduct</b>	Coaches are responsible for the conduct of their players, parents, coaches and fans. The coach must set the tone for positive behavior from the kids and parents. The team will look at the coach as a role model and will generally replicate what the coach does.		
<b>Late policy</b>	-It is <b>imperative</b> for games to start on time. Nevertheless, there is a 5 minute grace period for the start of the game if a team does not have at least 7 players. Teams can start with 7 players - If after the 5 minute time period a team is unable to start 7 players the game will not be played.		
<b>No Show Policy</b>	-Make every effort to show-up for your game. - If your team cannot show-up for a game, that game will count will not be rescheduled. - If your team misses more than 2 games in a season, your team will be combined with another team.		